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July 1993
Issue 4
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Paul Lakin

The Editor

July 1993
Issue Four

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PC ZONE

Recently the issue of sex and violence in computer games has resurfaced in both the national and specialist press. Magazine Editors, MDs from Software houses and worried parents have all been seen describing and condemning the horrors they see on their monitors. In these troubled times when the family unit appears to be breaking down and most seven year olds have a working knowledge of at least three martial arts, this raises a very serious question. How come we never see any of these games? I mean we sit here day in day out in our dimly lit subterranean offices desperate for a bit of sex and violence to pep up our humdrum lives. Do we get any? Do we heck as like. If *World In Action*, or whoever, wanted to interview a member of the *PC Zone* staff about dangerous software the results would not make for great television.

'So do you think that PC games are actually overly offensive?'

'Er... well in *Star Control 2* the Pkunk sometimes call you a bird brain.'

'Cut.'

This disgraceful state of affairs cannot be permitted to continue. I am writing to my MP as soon as I can find my copy of *Mavis Beacon Teaches Typing*. Now there's a piece of salacious software for you.

REVIEWS

20 Space Hulk

YOU'VE SEEN THE COVER, played the disk, now turn to the review. Converted from a classic Games Workshop board game *Space Hulk* is big, bold and brassy. But is it any good? Only our exclusive review has the answer.

26 Freddy Pharkas

FROM AL LOWE, the man behind *Leisure Suit Larry's 1 to 1000* comes a Wild Western Adventure featuring the world's most fearless pharmacist and crammed with puzzles, danger and what seems to pass for humour in America.

30 Eye Of The Beholder III

THE THIRD EPISODE of SSI's first person perspective RPG comes out of the dungeon and into the forest.

34 Cohort II

MORE SOMEWHAT unusual strategy from the stable of Rorke's Drift and... er... *Cohort I*.

38 7th Guest

IS THIS THE GREAT leap forward? According to Virgin, when the history of the computer games industry is written, *7th Guest* will get a chapter of its own. Which rather begs the question: who in their right mind would want to write a history of the computer games industry in the first place?

43 Nippon Sates

CRAZY NAME, CRAZY GAME. Explore a world of mystery and stereotypes in this somewhat peculiar piece of Italian software.

46 Where In Space Is Carmen Sandiego?

CARMEN GOES INTO SPACE in this wacky piece of interplanetary crime busting.

54 Sim Life

THE WORLD OF evolution meets the world of PC windows and starts reproducing like mad.

56 Tom Landry

WHY WASTE YOUR energy running around a pitch when, in this game of American football management, you can get some other people to do it for you?

60 Maelstrom

ACCORDING TO THE dictionary: a large powerful whirlpool. According to us: a space based strategy game of trade and combat. We can't both be right.

64 V For Victory 3: Market Garden

YOUR CHANCE to go a bridge too far and re-fight one of the Second World War's most controversial campaigns.



Page 20

BLUEPRINTS

13 Seal Team

TOOLED UP WITH A white flag and a pirate video of *Apocalypse Now*, Paul Lakin journeys behind enemy lines to check out this Vietnam based game of infiltration and sabotage.

70 Captive 2

THIS SEQUEL TO AN award winning adventure boasts a mighty 4,096 missions. A sceptical Paul Lakin takes along his abacus.

72 Prince Of Persia 2

THE ORIGINAL WAS A huge hit on virtually every computer format known to man. At long last there is to be a sequel to the great Arabian Nights style game. Mark Burgess is our man in the bazaar with a rusty scimitar and dodgy M&S pyjamas.



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Page 72



Boot up Space Hulk and experience terror on page 10.

Win ten fab Gravis joysticks by answering daft questions on page 10.



PART 2

dir.ectory

FEATURES

76 Add Missions

AFTER DAY, NIGHT. After fire, ice. After game, mission disk. We take a glance at some of the current crop of data disks for popular games.

REGULARS

6 Bulletin

A NEWS PACKED probe into the world of PC games plus a round up of some recent competition winners.

10 Cover Disk

YOU'VE GOT YOUR hands on the hottest cover disk of the year. Turn to these pages to see what you should do with it.

58 Competition

WIN YOURSELF ONE of the best joysticks around. We've got 10 Gravis Ultrasounds up for grabs.

66 Bargain.Bin

A GLANCE INTO yesteryear with some old games re-issued at knock down prices.

81 Bits & PCs

IF YOU'RE AT loggerheads with your PC then Technical Editor Mark Burgess is the man to talk to.

85 Troubleshooter

THE CONCLUDING PART of our Ultima Underworld 2 solution, hints for Captive and Serpent Isle plus Hacks for Veil Of Darkness, Serpent Isle and, with mind numbing inevitability, X-Wing.

95 Off The Boards

GET YOUR KICKS ON Zone 66, Ken's Labyrinth and a host of other titles in this sprint through some of the latest Public Domain and Shareware games.



Reach greater levels of understanding of greater levels in our feature on page 76.

100 Zoneware

AFTER READING about Shareware why not try some with minimal hassle, courtesy of our special mail order offer.

101 Wordprocessor

WRITE TO THE EDITOR. Go on, someone has to. You'll make him a happy man and possibly win yourself a piece of smart software into the bargain.

105 Buyers Guide

A LISTING OF EVERY currently available game plus some recommended buys and a special guide to the heavily populated world of flight sims.

112 Subs

A COLLECTION OF subaqua craft or your chance to get PC Zone delivered to your door and a free Electronic Arts game. You pay your money...

114 Mr Cursor

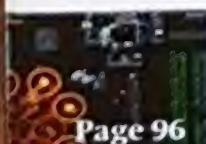
SHORT OF DOSH? Then let the hero of the technically challenged suggest a few ways of making money with your games.

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LANDS OF LORE

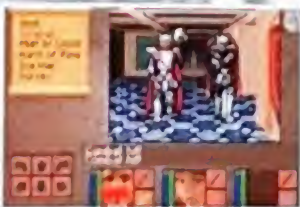
THE THRONE OF CHAOS

Legend has it that a Fantasy Role Playing Adventure like no other will come to pass. It will set new standards with its sheer scale. Its elaborate art, animation, discerning use of speech, and special effects will be talked about for years to come.

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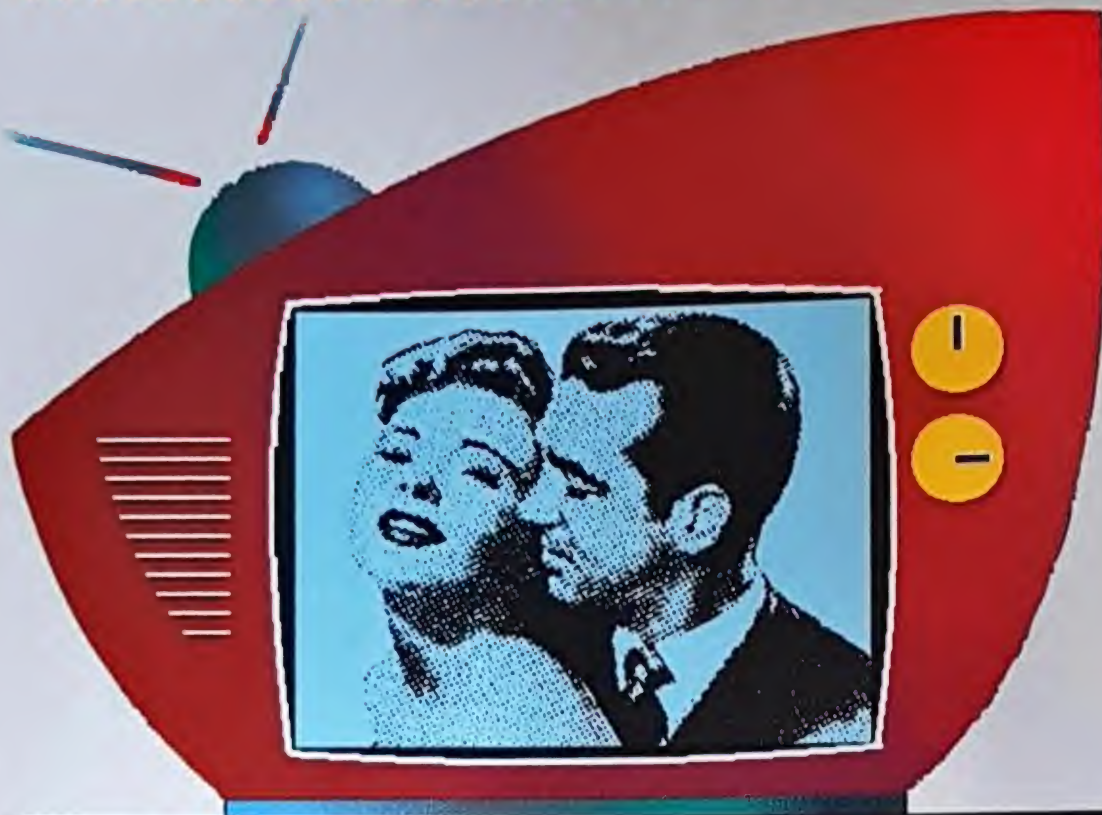


Westwood
STUDIOS

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Bulletin.....



Ambush At Sorinor

+ Empire have signed up Mindcraft's *Ambush at Sorinor*, the sequel to *Siege*. This *Gauntlet* style strategy game has you as a mercenary captain selling your services to whatever little tinpot dictator happens to be paying the best price (rather like the SAS and Poi Pot). Anyway, once you've sold yourself into a bit of covert action, you can spend some of your advance buying troops from all of the races featured in *Siege* and the expansion set *Dogs of War*. Then it's off to one of several terrain types to lie in wait for your target or to escort VIPs.

A map view allows you to survey potential ambush sites and then, in the close-up overhead view, you give commands to your troops and watch as they engage the enemy.

Once you've played through all the built-in missions and campaigns, an editor gives you the opportunity to design your own scenarios and maps.

Publisher: Empire **Price:** £39.99 **Out:** Now



Movie breaks

Now you can watch movies while your PC is idle! The Other Operation has released *Matinee*, a full-motion video screen saver for Windows. The product features a selection of video clips ranging from Neil Armstrong taking the first few steps on the moon to a tooth to tooth encounter with a deadly shark. Users can paste clips together to make their own movies, playing on one of three backdrops. It is also possible to import art to make truly customised displays. More video clips covering sports, space, dancing, nostalgia and other subjects will be made available over the coming months.

Publisher: The Other Operation **Price:** £34.95. **Out:** Now

Mario's Time Machine

MARIO IS BACK in yet another educational adventure, *Mario's Time Machine*. Bowser and the Koopas have been stealing artefacts from throughout time and it's up to Mario to rescue and return them. To achieve this, children have to consult the Date-O-Matic analyser and Almanac Computer to determine when and where each artefact comes from.

Mario's Time Machine is to be released in September for people of the young persuasion. Meanwhile, if you're still playing *Mario is Missing*, you can now explore ten additional cities with the *Mario is Missing City Disc*, or see it all on CD with *Mario is Missing Deluxe*. These should both be available now, although prices have still to be set at the time of writing.

Publisher: Mindscape **Price:** tba **Out:** Now





See that bloke?
That's you, that is...

The model driving game?



Enjoy building model cars and planes as much as you enjoy playing computer games? Then Revell, Europe's largest manufacturer of model kits, may have come up with your ideal form of entertainment. The company is releasing a series of CD-ROM discs to accompany some of its best-selling kits. Each CD will contain animated sequences showing how to construct four different models. The users can also access gluing and painting tips, for example, the completed model can be 'previewed' in a range of colours before painting begins. The CDs include additional information on the real vehicles and aircraft.

Once the model has been built, the user can access a driving game or flight simulation to put the car or plane through its paces. Each game features four tracks or flight paths and is enhanced by video sequences showing actors playing the parts of policemen, mechanics and airforce commanders.

The first CD, *Motor Stars*, is available now and features the Bugatti EB 110, Porsche 911 Slant Nose, BMW Nazca M12, and Lamborghini LP500S. It will be followed by two further CDs to be released before Christmas. These will be *American Street Cars*, featuring the 1970 Boss 302 Mustang, 1971 Hemi Cuba, 1967 Chevelle, and 1967 Mailbu SS Pro Street, and *High Tech Aircraft*, featuring the AH-64 Apache helicopter, F-14A Tomcat, A-10 Thunderbolt, and F-117A Stealth. A dinosaur and space CD are also expected this year.

All the CDs will be available at £59.95 from toy and hobby shops as well as regular computer game retailers.

DISPATCHES

+++ SOUND THE TRUMPETS!

Sing the Hallelujah Chorus! Buy a goldfish and call it Rodney! Mavis is back. Mindscape are releasing *Mavis Beacon Teaches Typing Version 3* in September in DOS, Windows and CD ROM versions.

+++ ANOTHER REVAMPED

classic from Mindscape is *Chessmaster 4000*, DOS and Windows versions of which are also due for release in September.

+++ FOR THOSE WHO DON'T

mind a bit of back seat driving when playing chess how about the MPC CD ROM version of *Chessmaster Pro* which has just been released. The game includes hours of narration from chess Grand Master Anatoly Karpov and tutorials including over 150,000 opening moves.

+++ RCW ENTERPRISES LTD IS

the latest company to jump on the soundcard bandwagon, with its Sound Blaster 2.0 soundalike, the Gallant Sc-3000. The card is fully Ad-Lib and Sound Blaster compatible with a programmable low-pass filter for higher quality sampled sound, sampling up to 50KHz, and dual MIDI modes. The MIDI port doubles as an analogue joystick port. The card is supplied with set-up, test and voice kit software, speakers and a microphone and a copy of Spectrum Holobyte's *Stunt Driver*. All this for a mere £85.00 plus VAT and postage and packing. Contact RCW Enterprises on (0525) 372621 for further details.

+++ TITUS ARE MAKING UP FOR

lost time in the PC Market. Having felt that *Super Cauldron* was somewhat overlooked when launched in the post Christmas hangover period they're re-launching the game in June. There are also plans afoot for a follow up to *The Blues Brothers*, *Super Blues Brothers* *Juke Box Adventures* which is due for release in October.

+++ BACK TO MINDSCAPE, WHO

are somewhat dominating this month's Dispatches. *Sherlock Holmes Consulting Detective Volume 3* is definitely the last mention they're getting this month. The game contains three mysteries, *The Solicitous Solicitor*, *The Banker's Final Debt* and *The Thames Murders* and has just been released for CD-ROM priced £49.99.

Robocod

+ James Pond, the only fish with a licence to gill, is set to take a chip out of the PC market. This huge platform game went down a storm on other formats and is destined to be even better on PC in 256 glorious colours.

Publisher: Millenium
Price: tba Out: June



Bulletin



Lamborghini World Challenge



Titus has bagged the license to the sexy Italian car range made by Lamborghini. *Lamborghini World Challenge*, to be released this September, is actually an enhanced version of *Crazy Cars 3*, although what form these enhancements will take is still to be decided on.

Publisher: Titus Price: tba Out: Autumn



Prehistorik 2



The sequel to the original stone age platform game continues to take liberties with pre-history in a world of Funky Monkeys, Nasty Spiders, giant fridges a man eater called Gorilla Rap. *Prehistorik's* weaponry is a little more traditional: in his hunt for a good feast he's tooled up with clubs, flint, spears and a... er... hang glider. Well why not?

Publisher: Titus Price tba Out: August



Guinness Disk Of Records

+ Norris McWhirter is not featured in the 1993 Guinness Disc of Records (we don't think), but Roy Castle is (probably). It may well contain all the text and pictures from the book, and possibly some new records, extra pics and maybe a few video sequences with sound too. We're not entirely certain, but it might be available now for CD and MPC CD at around, say £79.99. There, that should get an entry for the most vague news story ever written... probably.

Publisher: Mindscape Price: £79.99 Out: Now

Morph



If you had an uncle called Brainbox then you'd probably not be too surprised to find yourself turned into an amorphous blob. In fact you'd probably not even raise an eyebrow at finding you were in a puzzle-cum-platform game in which, as a morphed nephew, you have to find a way to get back into one piece.

Publisher: Millenium Price: tba Out: September



CD Gets Fan Club

This seems like a good time to mention that if you're a user or potential user of CD-ROM then the CD-ROM User Group UK (CRUG) is for you. The organisation, which is non-profit making, exists to provide information and technical assistance on CD-ROM, as well as a range of benefits to its members. It also hopes to become an interface between CD users and manufacturers of CD hardware and software.

The annual membership fee of £29.99 entitles you to a free CD disk title, and a 3.5" 720K disk of CD-ROM specific shareware. Other benefits include a bi-monthly newsletter, free competitions, special offers on selected hardware and software, a CD exchange service, a CD hire library, technical help and advice and a CD pressing service. For further information contact the CD-ROM User Group at 19 Faygate Close, Bexhill, East Sussex, TN39 5EE. (0424) 730326.



World Atlas Version 4

+ This successful reference program has now been updated to take account of the recent changes in Eastern Europe and those currently occurring in the former Yugoslavia. A windows and MPC version are currently available, while the DOS version, and standard CD-ROM version will be available later in the year.

Publisher: Mindscape Price: £69.99 (Windows) Out: Now

Beastball

BLOOD, SUDDEN DEATH from brain haemorrhage, and lots of men of large body but low intelligence knocking each other's teeth out. It could only be a sport sim, in this case *Beastball*, the first of a series of future sport simulations from Millenium. Games where it's not whether you win or lose but how you rip your opponent's limbs off. Apparently it will appeal to 'sports games players and 'violence' lovers alike'. Surely more often than not they're one and the same.

Publisher: Millenium Price: tba Out: November



Ishar II: Legions of chaos



Ishar 2

+ Ishar 'nother game with taverns (hic). Simarlis' role-playing extravaganza, *Ishar*, has been sequenced. *Ishar 2: Messengers of Doom* is set on a series of seven islands each with a distinctive landscape and towns. The islands are threatened by a drug-pushing madman. Over 30 new characters and 70 new enemies make their appearance, but you can still use your original party from *Ishar*. Yippee!

Publisher: Simarlis
Price: £32.99 Out: now



Garden

Finally, it's our monthly apology to last month's *Amateur* Backyard we didn't exactly make the product details clear. *3D Garden Design* is published by Europress (0825 850 333) and endorsed by BBC Gardeners' World. So now you know.

IT'S A WINNER!

Yes! I've won, I've won! Or Oh hell I've lost, that's the last time I'm going to buy that chuffing magazine. Read below and then delete as applicable.

ISSUE 1

MULTI-MEDIA SYSTEM

Neil Richardson, Northill, Plymouth

D-DAY

R. G. Williams, Nuneaton, Warks

I'M MICROPROSE FLY ME

Winner: Chris Hall, Middlesbrough

Runners Up: Ben Hinchliffe,

Winterburne, Bristol

H. Hanchard, Beckenham, Kent

W.A. Hanna, Crossgates, Leeds

P. Challoner, Gosport, Hants

C.J. Payne, Exeter

Graham McCartney, Hull

David Herbert, Clynder, Strathclyde

Ben Brimley, Southampton

M. Fairclough, Kenton, Harrow

Sam Naji, Maldenhead, Berkshire

Andy Slack, Basingstoke, Hants

M.G. Andrews, Portsmouth, Hants

E. Slater, Piltown, East Sussex

Chris Irish, Southsea, Portsmouth

Joyce Taler, Wisbech, Cambs

I WANT IT FIRST

R. Williams, Lewisham, London

P. Wawoe, Wassenaar, Netherlands

Richard Woods, Lancaster, Lancs

R.A. Evans, Hanworth, Middx

Alan King, Calne, Wilts

Bob Freeman, Nuneaton, Warks

G.M. McCartney, Hull

Martyn Crookston, Burghill, Hereford

C.J. Payne, Exeter

Trevor Taylor, Eastleigh, Hants

ZYCONIX

(Look it's one o'clock in the morning and if you think we're sitting here typing about 50 names in you've got another think coming. Prizes go out now, winners printed next month after we've had some sleep)

ISSUE 2

POLDER

(The number of entries we got for this is a tragic indictment of the standards of Geography teaching in this country.)
J. Galea, Woking, Surrey

BALLOON WITH A VIEW

Kevin O'Rourke, East Acton, London

MICROSOFT MAGIC

S. Marriott, Swindon, Wilts

T. Chiu, Oxford University, Oxford

Phil Jones, Camberley, Surrey

COVER DISK



Space Hulk is the best strategic shoot 'em up ever to grace the history of PC gaming. But we wouldn't want you to just take our word for it, so we've arranged an exclusive opportunity for you to try it for yourself. Games Workshop and Electronic Arts have designed us three special levels that won't be available elsewhere. So, install, engage and enjoy, and remember, 'Death is your duty'...

PC Zone and its suppliers cannot be held responsible for damage to data, disks or hardware resulting from use of these disks.

SPACE



THE *Space Hulk* demo cannot be played from the original floppy disk. You must first install it to a hard drive. You must have at least 2.5Mb free on the drive that you are planning to install the *Space*

Hulk demo to.

To install the demo, insert your cover disk into a floppy drive, log onto that drive and type: **DISKZONE** and press **Enter**.

Follow the on-screen instructions to specify a drive and directory to which to install the demo and then setup the demo with your sound and music options.

If you later want to change your sound and music options, log onto the drive and directory in which you have installed *Space Hulk* and type: **SETUP** and press **Enter**.

Starting the demo

To play *Space Hulk*, your computer needs at least 580K of free base memory.

If you installed *Space Hulk* to run with sound, the computer being used must have a minimum of 260K of EMS. Configuring more EMS gives you more sound effects and makes the game run faster.

If the computer has no EMS compatibility then

you must select the 'No Sound' option at the installation screen.

For more information on configuring Expanded Memory (such as EMM386) see your DOS manual.

1. Type **C:** and press **Return**. (If *Space Hulk* was not installed on the C drive, enter the correct letter.)

2. Type **CD\HULKDEMO** and press **Return**. (If *Space Hulk* was installed to a different directory, substitute the correct path name.)

3. Type **HULK** and press **Return**.

4. The introduction sequence begins. To skip the intro press the left mouse button.

Space Hulk™ in a nutshell

The Genestealers™ came in battered remains of ancient space craft. Fashioned by the icy chill of the warp, these metallic monoliths became known as Space Hulks. Appearing out of nowhere, the Hulks were drawn in by the gravity of planets – once on the surface the Genestealers would ravage any civilisation.

By implanting their seed into the bodies of humans, the Genestealers provided a future for their kind – very soon the planet would belong to the menace from the warp.

The Space Marines™ are the backbone of the Imperial military. Totalling over one million, these

HULK

bio-engineered soldiers are responsible for the control and elimination of any force threatening the peace of the Imperium.

The Terminator™ squads (a specialist force within the Space Marines) were called upon to destroy any Genestealer presence. Stationed in outposts throughout the Imperium, the Terminators can react quickly to a Hulk poised to ravage a world.

Once aboard a Hulk, the Terminator squads are able to survive in the vacuum due to specialist Terminator suits – specialised armour capable of withstanding the battering of Genestealer claws.

Playing the game

After the title screens appear, left-click to choose from two options. The first time you play the demo left-click on 'Start Demo Missions'.

The Imperial Commander welcomes you, a left-click takes you into the detailed mission briefing.

The map displayed on the left is a scan of the Hulk. Watch carefully as the Commander outlines the missions, explaining entry and exit points and your target. Left-click to move onto the next sequence and eventually enter the Hulk.

The view screens appear. For the first mission you are in control of one Terminator, so only the Primary Terminator Monitor is active.

Move the Terminator by:

Using the left, right, up and down cursor keys.

Or Moving the cursor to the extremities of the Primary Terminator Monitor. When the cursor changes to a directional arrow, left-click.

Or Left-clicking on the arrows to the right of the Primary Terminator Monitor.

Fire the Terminator's weapon by moving the cursor into the Primary Monitor, when it changes to a cross-hair, left-click. Close combat weapons are controlled by the computer.

In later missions, in order to select another Primary Terminator, right-click in one of the smaller view screens.

To move to the Planning Screen, right-click on the Scanner.

At the planning screen

Select a Terminator by left-clicking on his symbol, respective line in the Squad Roster or press the corresponding function key (for Terminator 2 press F2).

Once selected the symbol flashes. Using the command icons on the top left of the screen, left-click to select a Move, Turn, Fire-Weapon or Open



Alright Perkins, do try and pay attention during the briefing ... Now I'd like you all to examine the diagram below. Notice that the main thrust of our attack will be up the central chamber ... Yes, Perkins? Perhaps you'd like to come up to the front and share the joke with the rest of us ... hmmm?

Door action – some actions have an alternative (eg. the Turn icon), to select this, right-click.

If you have chosen a movement action, left-click on the floor section you want the Terminator to move to, the route will be shown by a series of red arrows.

If you have chosen Open or Close door action, left-click on the door you want the Terminator to open or close.

If you have chosen a Fire action, left-click on the area you want to hit.

To return to the View Screens, right-click anywhere on the Planning Screen.

Freeze time™

In Space Hulk you can move between Real Time and Freeze Time with the press of a button. Freeze Time gives you the chance to pull everything together and take a breath. Switch to Freeze Time and then go to the Planning Screen to take a look around the map, identify potential problem areas and respond by giving orders.

Freeze Time is not a pause. At the start of every

mission you are given a limited amount. As soon as Freeze Time is activated, the amount begins to decrease. When you switch back to Real Time, your Freeze Time amount increases. The amount you have is displayed on the Freeze Time Allocation bar.

Key Summary

F1 – F10: Select Terminator

F: Switch between Freeze Time and Real Time

TAB: Equivalent of a left mouse click (only at the Planning Screen)

Cursor Keys: Scroll view or control Primary Terminator

P: Pause

SHIFT: (hold down): Link/Duplicate orders. Select Terminators while holding SHIFT key.

T: Quit Mission

SHIFT-Q: (only in pre-mission screens): Quit to DOS Left-click YES to exit. Left-click NO to return to game.

Mission 1

The lost scrolls of the prophet Linx are rumoured to be aboard this wreck. If found, they would be invaluable to the Chapter's records. To pick up an item right-click when standing next to it.

A baneful icon of the foe has also been detected in this Hulk. Using a lone Terminator, you must destroy the statue and return to the teleport area – once in the teleport, close the door by right-clicking on the frame.

The Genestealer's connection to their icon shatters with its destruction. Expect a revenge driven horde to pursue your every move.

Mission 2

Proceeding into an upper area of the Hulk, you must stop the foe from spreading their vile bodies into other levels. Using your two Terminators, close the four doors that lead from the Genestealers' access passages. Fail, and you shall surely perish.

Mission 3

Victory is close. The Genestealer brood has been detected in this level. Only the purging force of Imperial Flamers can cleanse this Hulk of the menace. Flame the two rooms marked on the Planning Screen.

For more information, and annotated screenshots, see the review on pages 20 to 24.

Space Hulk™, Genestealers™, Space Marines™ and Terminator™ are all trademarks of Games Workshop. (Just so as you know.)

MORE DOS LESS DOSH

NEW FEATURES

DOUBLE DISK

- Increase you disk capacity by up to two times!!

MEMMAKER

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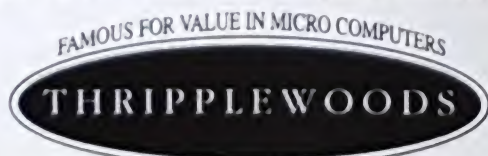
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He might not know the difference between a Hooch and a Geek but **Paul Lakin** is always ready to go behind enemy lines in search of an exciting-looking game.



THE ONLY WAY TO TRAVEL

However elite he is, a soldier's lot is not a happy one, he's still at heart part of the PBI (Poor Bloody Infantry.) There's a lot of tramping around jungles and swamps, all of which plays hell with your feet – and as for the leather on your boots, well frankly darling it's a complete write off.

However there are moments of luxury transport. An insertion craft (always a boat on the missions I played), complete with on board toilets and a fully stocked duty free shop, takes you in full comfort, to the start point of your mission.

This craft can also be called in to pluck you from the shore at times of crisis. However there's this thing with boats – they're not very efficient on land. So when things get too hot inland you look to the fly boys and a chopper will come hurtling and pluck you from disaster in a swirl of yellow smoke.

Both the helicopter and the phantom jet (I didn't mention the jet earlier, I like to spring these little surprises on you during the preview; regard it as a reward for persevering this far.) are also useful as methods of attack. When pinned down, particularly outside a village or bunker, you can call down an airstrike to do all the hard work for you. The attention to detail in these sections is really effective. If you follow the helicopter in you can see the little flashes of the firefight in the distance which get larger and more detailed as you get closer.



T

HE UNITED STATES NAVY SEALS, a not entirely convincing anagram of Sea, Air and Land, grew out of the Naval Demolition Units that were formed during the Second World War. Through a convoluted history in Europe, Japan and Korea (All very well documented in the *Seal Team* manual, the historical intro to which is one of the most balanced, intelligent and informative I've ever come across.) they evolved into an elite, behind the lines unit which were expert in reconnaissance, sabotage and other insurgency operations. Ideal subjects for a game really.

Seal Team puts you in control of a four man Seal unit as you follow a campaign or single mission behind enemy lines. As you progress through these missions your combat skills increase in a spookily RPG manner. There are 80 of these missions, all of them based on actual combat reports. The game was developed in association with the US Navy Seal Museum and realism is the order of the day, from the awesome range of 35 different available weapons to the limited amount of ammunition available for them. Missions themselves can vary from simple patrols (if anything in Vietnam can be described as simple) to hair-raising rescue and kidnapping operations. As you trudge your way cautiously to your target there are all kinds of booby traps and enemy patrols all in the most unexpected places. As they say, 'It's a jungle out there'.

Wingless wonder

The game scenario and even the factual detail may not be terribly revolutionary in a PC game. However the way it has been implemented is more unusual. Imagine the scene in the clean, humming offices of their US Office; gathered round the table are lots of people called Brad who are into healthy eating and living.

Brad 1: Look guys the way I see it is this: in terms of both commercial viability reflected in our overall year view summaries, and our critical acclaim reflected in an analysis of our across media reviews performance our flight sims seem to be our A plus one viable projects.

Brad 2: Eh?

Brad 1: Our flight sims are very good, especially Chuck Yeager's *Air Combat*.

Brad 3: What in essence are you trying to say here Brad? ☹

'All the excitement of a flight sim without any of those flying upside-down and crashing into the ground bits.'

You might find it hard to believe that you'll ever develop a deep sentimental attachment for a large piece of metal with a propeller on its head but believe you me when you're pinned down behind a twig-like tree with five VCs attempting to turn you into a colander then these choppers become the love of your life.



Seal Team

PUBLISHER: Electronic Arts

PRICE: £39.99

TELEPHONE: 0753 549442

OUT: June

Blueprint

(Below) It could be a quiet hut nestling by the river. It could also hold a man with a machine gun and a deficient sense of humour. (Bottom) Ancient Proverb: Man who covers behind tree and lets USAF do the fighting lives to grow citrus fruit in California.



Day in the life of a SEAL

The most obvious way to conjure up the atmosphere of *Seal Team* is by giving a brief walk through of a mission. So whoever gets to review this game is going to be pretty choked to find that that's exactly what I've done here.



To start a mission you need a team and a team leader. And what does a team leader need? He needs a gratuitous nickname.



MILO: "MACV-SOG notified us about a suspected VC base camp. It's not fresh intel."

After all the worrying about a nickname the mission briefing seems positively trivial. Mind you without the briefing there could be no debriefing which would be a blow from which British comedy might never recover.

Brad 1: Since Chuck Yeager's *Air Combat* works so well let's use it in all our games!

Collected Brads: Brilliant! Yeah! Yo!

Brad 2: But what if the game is set on the ground?

Brad 1: That needn't matter.

This is a round about way of saying that Electronic Arts seem to have this thing about flight sim technology at the moment. They'll use it in any game they can. The first outing for this philosophy, *Jordan In Flight*, wasn't entirely successful. Looked nice but didn't play so well. However with *Seal Team*, which is based on the Chuck Yeager's *Air Combat* system, things look as if they could work a whole lot better. All the excitement of a flight sim without any of those flying upside-down and then crashing into the ground bits.

Let's put it into perspective

As well as a very distinctive look to the whole game in terms of the look of the scenery (and no, that doesn't mean it's always 4000 feet below you) the use of the Chuck Yeager engine's most obvious influence on the game is the use of different viewpoints. Using the F keys (and where would any flight sim be without them) you can change the location from which you watch the action unfold. The main viewpoint is first person perspective - you look through the eyes of the Point Man. However you also get views of the team, the insertion craft and the ever faithful air support.



Two views of the map screen, one expanded, one zoomed in. The two blue crosses on the bigger screen represent those who forgot to kiss the ground.



Douglas: "When the lead starts flying, you'd better kiss the ground."

After the briefing the gratuitous male bonding



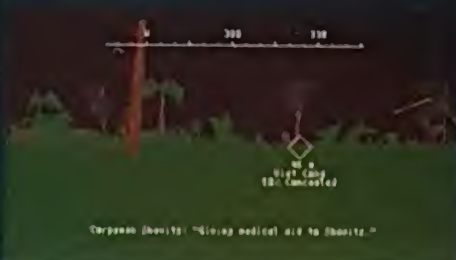
There then follows an all too short boat trip: 'On your left ladies and gentlemen, the beautiful palace of Ming Shan Ito and on your right four hundred machine gun-toting Viet Cong'.



Tense? Nervous? You will be as you edge your way cautiously through the jungle. Someone, somewhere's watching you.



Combat is almost a relief. Gun fire breaks out, you hit the deck trying to find a target.



The battle rages fiercely.



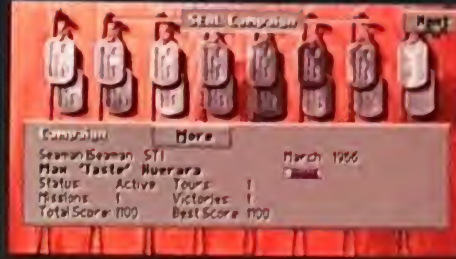
At times like this a young man's thoughts turn to airstrikes.



Al's quiet again but there's nothing as dangerous as silence.



When the going gets tough the tough get going, preferably back to a nice warm bath and a cluster of medals.



Home sweet home. Now what? Return to the jungle to fight like a man for flag and country? Or call myself Beryl and dress up in women's clothing until given a medical discharge? Hmm... where's that summer frock?

Map reference

There's also something slightly flight simish about the way the map screen in the game doubles as a control screen. In map form it allows you to see where you are, where you should be and to muse about how rarely the two coincide. From here you can also (re)set your way point (there you are more flight sim stuff) and get a vague idea of enemy locations.

As a control screen the map allows you to give orders to your patrol and call in air strikes and unit extraction.

Mentioned in dispatches

On the first hearing, the idea of an action game based on the Chuck Yeager's Air Combat driver didn't sound too hot a prospect. A bit of programmer show off without a game. Although I didn't see the finished version (he said, covering his back like a fakir on a bed of nails) it seems to have worked very well. As you edge your way through the jungle sound effects and music add to the tension. You're under fire. The troop hit the deck and you frantically scan your surroundings looking for sign of the enemy. Tension by the lorry load.

Although it might seem an odd comparison there seems to be something of the feel of *Space Hulk* about this game. Completely different systems, completely different games but the same sense of being there and edging your way into the unknown. Rather like writing a preview really. ☒



Day in the life of a seal

Got up, had a swim, got clubbed over the head by large Canadian and thrown in a sack.

PC ZONE specs

Minimum Memory: 640K

Minimum Processor: 286

Minimum Speed: 16MHz

Installation: Essential

Sound Cards: Ad-Lib, Sound Blaster, Roland.

Controls: Keyboard, Mouse

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PC ZONE

review

You wouldn't play a game without reading the instructions (let's pretend eh?) so don't read a review without reading these pages. Our guide to how the reviewing system works. Or doesn't as the case may be.



THE SCORE

All games receive an overall mark out of 100. So by definition that's a percentage but if you want to call it 'out of a hundred' then you go ahead and call it 'Out of a hundred'. You can even call it Oswald if you like.

As a rough guide to interpreting the scores here's the guidelines we give to reviewers. (Not that they ever read them mind you. It can be quite heartbreaking at times...)

90+ (PC Zone Classic) Highly original idea or an exceptional, near 'definitive' version of an old idea. Flawless in all departments and crammed to overflowing with long-term playability. Alternatively the software company took the reviewer to Paris for the weekend.

80-89 (PC Zone Recommended) Very well executed and strong in all/all but one department. High degree of originality.

70-79 Strong idea, well executed. Not necessarily very original, however weaknesses do not seriously impair playability and it has a reasonably long life.

60-69 Games falling into the 'If you like this style of game you'll like this, if not you won't' category. Plus games strong on idea but weak on presentation or vice versa.

50-59 Seen it all before, take it or leave it. Nothing special to recommend it but not abysmal either.

40-49 Dodgy. Still playable but probably only the once.

30-39 Seriously weak in idea and execution. Not good.

20-29 The game is hopeless or the software company forgot the £50 cash bribe.

10-19 Bin jobs.

0-9 It didn't work. It crashed the PC and got jammed in the disk drive.

FINAL ZONE

Since games are becoming increasingly like interactive movies we asked our reviewers about their favourite films and then feigned interest in their replies.



Paul Lakin

INTERRUPTED IN THE MIDST of a crown fitting session the would be monarch had no shortage of faves. *The Man Who Would Be King* is obviously a classic as is *King For A Day* and *King Of New York*. Of course if you want a good musical you really can't beat *The King and I*.



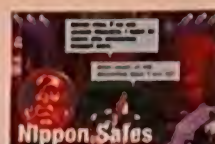
Laurence Scotford

SINCE HE'S THE ONLY man to walk out of *Silence Of The Lambs* because it was too soppy, we were both surprised and relieved when Laurence nominated *Bambi* as his top film of all time. 'Yeah, that bit where his mother gets shot...brilliant, absolutely brilliant.'



Mark Burgess

'AH THEY DON'T MAKE them like they used to' sighed Mark 'I've never really liked colour and frankly the introduction of talkies was a big disappointment. In fact anything that wasn't filmed on a hand-cranked camera is right out of the window. Brighton Pier 1901 is a personal fave



Reviews

PC ZONE score

A game of truly monumental averageness with very little character.

50

Price: £35.99 Out: Now
Published: Dennis
Telephone: 071 631 1433

THE SPECS

Is there anything worse than buying a game only to find it's not compatible with your machine? Well yes there are plenty of things worse but we can't do anything about them. With this technical box we can at least make sure you know what memory, graphic and sound support you will need (or can use) with each game.

PC ZONE specs

Minimum Memory: 565K
Minimum Processor: 286
Minimum Speed: 20MHz
Installation: Essential

IN PERSPECTIVE

Often all that a review is saying is that a game is as good as that one but not quite as good as the other one. 'In Perspective' attempts to illustrate this visually by rating the game in terms of similar examples. The 'scores' given in this graph are relative to each other i.e. all examples might score highly in their own right but not against each other. Well it seemed a good idea in the pub last night. Let us know what you think.

A Better Game

The Game Being Reviewed

A Worse Game

What's On Our Hard Disk?

Some games get installed, reviewed and then deleted. Others hang around a lot longer. This (in no particular order) is what's currently nestling on our hard drive. Not necessarily the best games around, but the ones we keep coming back to.

1. Space Hulk
2. X-Wing
3. Grand Prix
4. Stunt Island
5. Star Control 2



Duncan MacDonald

'FILMS? AH YES FILMS...' said Duncan uncertainly. Yes films, we replied. 'You're asking me about films.' Yes we're asking you about films. 'Ah good... and you want to know what my favourite film is?' Yes we want to know what your favourite film is. 'And what exactly is a film again?'



David McCandless

'I NEVER WATCH ANYTHING that hasn't got sub titles' asserted Macca. So you're hard of hearing? 'No,' he snarled 'I only watch foreign films, the obscurer the better. My personal favourite has to be Pig Farm On The Edge Of Eternity by underrated Czech director Mikail Pavel.



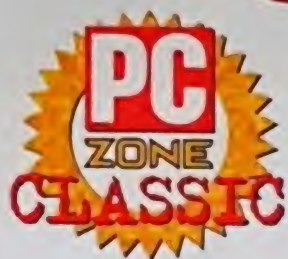
Patrick McCarthy

'ANYTHING WITHOUT PEOPLE in gets a plus in my book. I don't like people.' So what about those heart warming Disney films where animals cross great tracts of America to be reunited with owners who left them by the roadside before driving off at speed? 'No. I don't like animals either.'



Andy Butcher

'OH THERE ARE SO MANY great films. It's impossible to say which one I like most. Conan The Barbarian is brilliant but then so is Conan 2 while in Conan 3 where he journeys into the Death Wells Of Kraynor, well its a work of genius. As for Conan 4... (That's enough Conans. Ed)



SPACE HULK

Board game conversions are invariably dull, unimaginative and boring, so we always give them to **Andy Butcher**. Unfortunately, *Space Hulk* turned out to be rather good. Damn.



IT'S THE 40TH MILLENNIUM, and things are looking grim. The human Imperium is beset from within and without by the warped forces of Chaos, and only the Emperor – thousands of years old and kept alive by ancient machines and the daily sacrifice of a hundred psychics – binds the thousand worlds together, using his vast psychic powers to hold the demons and dark gods at bay. Humanity exists on a knife-edge, only a fraction away from disaster, death and ruin, like when Thatcher was in power.

As the Emperor protects the people's minds from the insidious corruption of Chaos, the Imperial Marines fight to protect them from the alien races that surround the Imperium. The greatest threat of all comes from the mysterious Genestealers. Unable to reproduce by themselves, they impregnate others with their own genetic code, binding the victims with psychic compulsions and forming huge broods, a bit like civil servants. In this way they insinuate themselves into a planet's population, spreading and growing until they have a whole world in their grasp. Once a Genestealer infestation has reached this level there is but one recourse – Exterminatus. The destruction of every living thing on the world's surface.

The Stealers arrive in vast Space Hulks, ancient starships that drift, seemingly deserted, through warp space, pulled back into real space by the gravity field of star systems. The Imperial Marines search for these Hulks, to destroy them before they can reach a populated world. However, many of these alien wrecks contain technology lost to the Imperium for thousands of years.

So the most highly trained and experienced of Marines, the Terminators, board the Hulks, seeking to contain and destroy the Genestealer brood while the Emperor's Tech-Priests search for items and records of value.

How many missions is this for you, lieutenant?

In *Space Hulk* you play the role of an Imperial Marine Lieutenant commanding squads of Terminator Marines in these boarding actions from a control centre on their Mothership alongside the Hulk (you see



Suicide Mission

PC Zone's walk-through guide...

In this mission the objective is to destroy the Hulk's Escape Pod Launch Control Room – marked on the lower right of the map – with a Heavy Flamer hit, preventing any Stealers from fleeing into space.

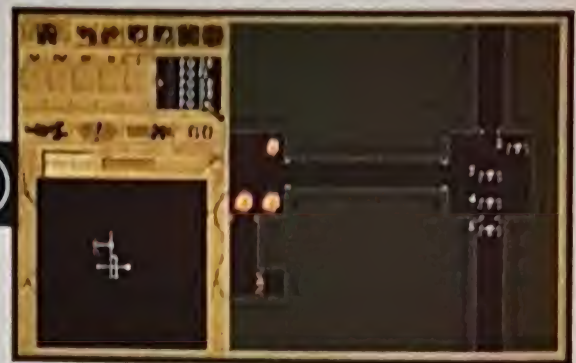
- 1 The first step is to position a Marine (number 3, here) to cover the left-hand corridor, stopping the Stealers from coming up behind your squad as they advance. Marine 2, the flamer, moves to one side.
- 2 The Sergeant and Marines 4 and 5 then advance under orders given on the Strategic View, shooting down any doors in their path. The Sergeant is moved in the Tactical View to cover the right-hand corridor, while Marine 4 covers the left.
- 3 All three then advance to cover the remaining Stealer entrance points. This is the critical stage of the mission. Marines 4 and 5 must advance, and then number 4 must turn the corner into the bottom left corridor. Timing is of the essence – waiting until the corridors are empty and then dashing for position using the Tactical View.
- 4 Then it's just a matter of killing the Genestealers as they appear, and moving Marine 2 down to flame the room. Simple. As long as none of the Marines' Bolters jam. In this stage of the mission Marine 2 is given orders in the Strategic view, and then the Tactical View is used to keep a close eye on the other four, taking control as necessary.



Space Hulk **REVIEW**



①



②



③

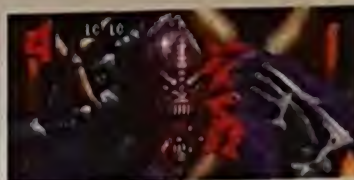


④



'The missions are incredibly tough and challenging, even the simplest of them, but they're also perfectly balanced...'





Keep Your Eyes On The Screens

Space Hulk uses two screens – a camera view and a strategic view...

cowardly swine, you). It's a game of tactical combat, with your vastly out-numbered but heavily armed Marines fighting their way through the onslaught of fast, deadly Stealers in an attempt to achieve certain objectives. There are three main groups of missions to choose from: Training, Space Hulk and Deathwing. Training is split into five basic and nine advanced missions, Space Hulk into the six missions from the original boardgame, six new single-squad missions and four new two-squad missions and Deathwing is a campaign with 21 linked missions in which you build up experienced squad sergeants. You'll definitely need 'em.

Mission objectives vary from destroying target areas or things, killing a certain number of Stealers, defending certain areas, surviving for a specified length of time, retrieving objects or just getting from A to B. As the missions progress they become nightmarishly complex, with different combinations of objectives.

Keeping control

If you've seen *Aliens* you'll recognise the basic layout of the game. Depending on the mission, you are in control of one or two squads of five Marines. From your control panel you can see the Terminators' surroundings via cameras built into their suits, and can issue them with orders, either in a general 'move to this corridor, open this door...' way, or on an individual level where you effectively control a specific Marine directly, moving and shooting and so on at will. The game takes place in real-time, and so is fast, frantic and tense. 'But how am I supposed to keep track of up to 10 Marines in real time?' you may be thinking. Well, this is where it gets clever...

Freeze time

Real time strategy games generally end up becoming too complex, and too hard to keep track of. Unfortunately, turn-based games tend to lose out on the atmosphere and tension created by having things happening all the time. Space Hulk, in a work of near genius, manages to combine the two and gives the best of both worlds. How? With Freeze Time.

By clicking a button you can, er, freeze the game and give orders to Marines, check the strategic map and decide on course of action. Click again and you're back into real time. It represents your ability, being back on the Mothership, to sit back and consider the situation while your squad fights. Ah, the benefits of rank. 'But if you can just freeze the game all the time, don't you lose all the tension?' you're probably thinking. And you'd be right, but this is where it gets even more



CAMERA VIEW

This display shows exactly what each of your Marines is seeing, and allows you to directly control their actions in real time.

1 The main camera window shows the view of the Terminator currently under your direct command. You can move, fire, open doors, pick up objects, panic – whatever you like.

2 These display the views of the other Marines in the same squad. Left clicking on them fires that Terminator's weapon straight ahead. To aim more accurately or take full control, right click and the selected killer comes under your icy calm command in the main camera window.

3 Codes showing which of the various weapons the Marine is equipped with.

4 A row of icons showing the orders currently assigned to the Marine, which he will carry out with the determination and single-mindedness one would expect from a brainwashed fanatic.

5 An icon showing what (if anything at all) the Marine is carrying.

6 Clicking on this button activates Freeze Time, click again to go back to real time.

7 A bar showing the estimated life expectancy of the common Malaysian long-nosed shrew, given the ecological dangers currently facing its natural habitat. Alright, I'm lying – it's the amount of Freeze Time currently available.

8 Click this button to switch between squads in two squad missions. In single squad missions ignore it with an intensity that would make a normal button rather paranoid.

9 A short range scan showing the area around the currently selected Terminator. Stealers and other nasty things are shown as red dots, other Marines are a tasteful grey, with their number overlaid.

10 Movement and fire icons for those who particularly dislike cursor keys or the 'intuitive' control system.



(From left to right) Five scenes of close-up slaughter and destruction – a skull-crushing Storm Hammer smash, the Lightning Claws' slice and dice, a lucky Power Sword riposte, an even luckier Power Glove left hook, and lastly, the far more common 'caught from behind with gun jammed'. You'll get used to that one very quickly.

STRATEGIC VIEW

This screen is used to keep an eye on the whole situation, and move your squads as a group using Freeze Time and the orders controls.

11 This shows a detailed overhead view of the Hulk, supplied by your scanners. Marines, Stealers, doors, target areas and blips are all shown. It is this screen that is used to issue orders to your Terminators.

12 Freeze Time button – the same as on the Camera View screen.

13 Freeze Time remaining – also the same as on the Camera View Screen.

14 A scan of the whole area. Red dots are Stealers or blips and grey dots represent your Terminators.

15 Clicking on this button and then selecting a Marine shows his field of fire as a red grid, which is useful, as shooting at things you can't actually see is not generally very productive.

16 Switches squads, as in the Camera View screen.

17 Cancels the last order issued to a Marine.

18 If orders are given to a Marine while in real time, this button tells him to, er... 'Go' and do them.

19 The order bar for the current Terminator.

20 A list of the Marines in the current squad and their weaponry. Marines can be chosen by clicking on this list, clicking on the marine in the overhead view, or using the function keys (F1 = Terminator 1, and so on).



ORDER ICONS

These are used, funnily enough, to give orders to your Terminators:

21 **OVERWATCH ON/OFF:** The default setting for a Marine carrying out orders is to be in 'overwatch'. In this mode he will automatically stop and fire at any threats in his line of sight. Left click here to turn this off, and right click to re-engage his survival instincts.

22 **TURN:** There are times when you'll need to face a Marine in a certain direction, or you may just fancy spinning him a delicate pirouette. Either way, it's this icon you use – right click for 90° to the right, and left click for, well, you can probably guess...

23 **WEAPON I/II:** Used to order a Terminator to do what they like best – fire their guns. Left click to select the main weapon, then click on the target square on the overhead view. Right click to use the special modes of certain weapons.

24 **OPEN/CLOSE:** Tells the Marine to open (left click) or close (right click) a specified door.

25 **SHOT NUMBER:** If giving a Marine an order to fire, clicking on one of these buttons tells him how many shots he has to fire, from one to five.

IN PERSPECTIVE

These games all have elements in common with *Space Hulk*. None of them are as good, though...

Laser Squad

Space Hulk

Tegel's Mercenaries

The Terminator 2029



(Far left) Your commanding officer gives you some friendly words of advice before a mission.

(Middle left) Selecting from your five squad sergeants in the Deathwing campaign.

(Left) Two squads streak towards a Hulk in one of the very pretty 'between mission, relax while you can, it won't last long' screens...

PC ZONE score

Death, destruction, blood, gore, tension, fear, and a damn good game as well.

90

Price: 1ba Out: June
Published: Electronic Arts
Telephone: 0753 549442

PC ZONE specs

Minimum Memory: 580K
Minimum Processor: 386
Minimum Speed: 25MHz
Installation: Essential
Minimum Hard Disk: 8.5Mb
Minimum Graphics: VGA, MCGA
Sound Cards: Sound Blaster, Ad-Lib
Controls: Keyboard, Mouse
Comments: Microsoft Mouse Required

Rare, medium or blown to bits?

The key to any good orgy of violence and destruction is, of course, the weaponry. Your trusty squad of highly disciplined psychotics is well supported in this vital area, with a variety of implements at their disposal that would make a top of the range Moulinex blender green with envy. A Marine in Terminator armour can carry two weapons (although only one of them may be a gun), allowing for many different combinations...

Power glove



A Power Glove is a large hydraulic gauntlet surrounded with a field of destructive energy. Power gloves are a poor close combat weapon, but they do allow various rude gestures to be made at the rampaging aliens, and only Terminators wearing Power Gloves can pick up objects.

Storm bolter



The Storm Bolter is a gun fanatics dream. Double barrelled and fully automatic, it fires small armour-piercing rockets that explode once *inside* the target, producing a gratifyingly gross explosion of blood and organs, and incidentally doing huge amounts of damage.

Heavy flamer



The Heavy Flamer is what a flamethrower dreams of being when it grows up. It floods an area with highly flammable liquid, and then ignites it. The flames continue to burn for some time, effectively blocking movement through the area. A marine with a Heavy Flamer can detonate its remaining fuel (it carries enough for six shots), killing himself and everything around, so it's best not to give them to depressed members of your squad.

Power sword



Four feet of razor-sharp steel, sheathed in a power field similar to that of the Power Glove and available in various designer colours. Think of the Power Sword as similar to the Light Sabers of *Star Wars*, but not as noncey – the kind of thing that Luke would've used if he'd been played by Arnie. They're more effective in close combat than Power Gloves, and much posier.

Thunder hammer and storm shield



A huge sledge hammer with the inevitable power field generator built into the haft, a Thunder Hammer is always used in conjunction with a Storm Shield. While not quite as effective as Lightning Claws, a Marine carrying it has the option of detonating it in a glorious display of mindless heroism, killing himself and everything around him.

Lightning claws



The most powerful hand to hand weapons, Lightning Claws consist of modified Power Gloves with huge, er, claws attached. Lightning Claws always come in pairs, so a Terminator equipped with them is useless except in close combat, where he is very useful indeed.

Assault cannon



Anyone who's seen *Predator* or *Terminator 2* will recognise this weapon immediately. Assault Cannons are six-barrelled, and fire explosive shells at about ten trillion rounds per second. Unfortunately they only carry enough ammunition for ten 50 round bursts. If you feel that this will last too long you can fire them on full-auto, emptying 250 rounds in about a tenth of a second, and clearing a path through virtually anything that stands in their way, especially corridors packed with Stealers.

Chain fist



A Power Glove with a big chainsaw built in, the Chain Fist is great for cutting open locked doors and thin (i.e. less than a foot of solid steel) sections of hull. They aren't much better than Power Fists in close combat, but they do look much harder.

cunning. You only have a certain amount of Freeze Time available, and it counts down. When you return to real-time it begins to increase again. So you're always trying to stay in real time as long as possible to conserve your precious Freeze Time, and when you use it you're forced to think as quickly as possible to avoid running out. In fact, the Freeze Time system actually manages to add to the already gut-wrenching tension of the game.

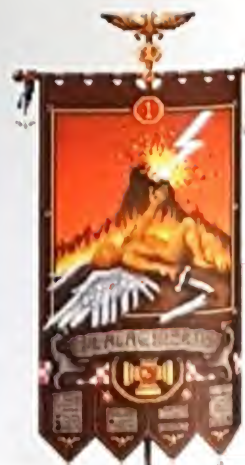
Tense, nervous lieutenant

And it's in the areas of tension and atmosphere that *Space Hulk* succeeds. Everything in the game, it would seem, has been designed with this in mind. The graphics are smooth and well animated, but more importantly they're dark, gothic and sinister. The sound (especially with a Sound Blaster) is excellent, and helps you play the game by giving you verbal warnings of problems, but again it's the snarls of Stealers that echo through the hulk, the deep booming of blast doors opening, the muttered litanies uttered by the Marines, the screams as they die and the deep barking retort of weapons firing that are more important. The missions are incredibly

tough and challenging – even the simplest of them. But they're also perfectly balanced in that you never get frustrated when you fail, because you always find yourself thinking 'Ah, I wonder what would happen if I did that instead...' And with over 40 missions it'll be a long time before you complete them all, and even when you do there's always the challenge of trying to do them better.

Mission debriefing

There must be some criticisms, though. And there are. The control system is hard to get to grips with, but there's no other way it could have been implemented and still be as powerful and complete as it is, and you soon get to grips with it. My only other reservations are with aspects of the presentation – it would be nice to have an accurate number of kills displayed at the end of a mission, and possibly a kill ratio as well. It would also have been a good idea to time the missions, and then these three statistics could have been used as the basis for 'high score' table for each mission. Admittedly these are minor things, but I have to say something bad or you'll think I'm not doing my job. Buy this game. It's smart. ☐



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MICROPROSE
Seriously Fun Software



The computer gaming world is split into two factions:

the first faction contains countless thousands of people who like nothing more than a really challenging point'n'click adventure while the second faction contains **Duncan MacDonald**, who likes nothing more than a ridiculously simple point'n'click adventure. So how is he going to cope with the rather difficult *Freddy Pharkas* from Sierra?



Freddy Pharkas

FRONTIER PHARMACIST

(Did he say "buffalo" or "Buff Al Lowe?")

(Top) 'Ah yes... it's about your pool table. You see the thing is that in order to perform a perfect Ramshrick Double back spin into the side pocket you need a very sharp cue, which luckily I've got. Unfortunately you also need very good eyesight, which sadly I lack. Sorry and all that.
(Above) What is known in the trade as an in joke... i.e. a joke that only the programmer and his mate Reg find funny.

BLOODY HELL THIS is a hard game. Let me put it this way; in the form of a sample problem for you to solve... imagine this lot is in your inventory: (1) a key; (2) a paper bag; (3) an empty whisky glass; (4) an empty tin of beans; (5) a piece of rope; (6) a leather strap; (7) an ice pick; (8) a piece of charcoal and (9) a claim ticket for a pair of cowboy boots. Okay? Got that? Now here's a problem (which gives away a teeny bit of the game, so close your eyes if you don't want to see).

PROBLEM: There are some farting horses in town - and you (as Freddy Pharkas) have to capture a cloud of fart gas from one of them to take back to your lab for analysis.

YOUR PROBABLE FIRST ANSWER: 'It's... er... either the whisky glass, the tin of baked beans or the paper bag?' And the answer is yes... the paper bag. But that's the easy bit. The real problem comes when trying to use the paper bag on the horse - the program informs you that the stench near the

horse's bottom is so bad you can't get near it. So what do you do now?

YOUR NEXT POSSIBLE ANSWER: 'Well, you can't put the paper bag over your head if you need it for the horse fart gas, so do you put the tin of beans over your nose to mask the fart smell?' No.

YOUR NEXT POSSIBLE ANSWER: 'Well, it's got to be the whisky glass then, hasn't it: over your nose.' No. Wrong.

YOUR NEXT POSSIBLE ANSWER: 'Oh dear, let me see. Um, is it maybe something you've got to give to the horse? Or use on it? The rope? Push the rope up its bottom?' No.

YOUR NEXT POSSIBLE ANSWER: 'Aha, I've got it - you go and collect your boots, which luckily smell so badly that the stench of the horse fart gas is cancelled out?' No.

YOUR NEXT POSSIBLE ANSWER: 'Erm... it's a trick question, and you haven't actually got what you need in your inventory?' No.

YOUR NEXT PROBABLE COMMENT: 'I give up then, tell me the answer.'

Freddy Pharkas

REVIEW

So you want to know the solution? Listen up then, because here's what you have to do... (A) You use the ice pick on the empty tin. (B) You use the charcoal on the tin. (C) You use the leather strap on the tin. Guessed what's happened yet? Yup, by now it will have dawned on about 25% of you that you've just created your very own personal gas mask, whilst the other 75% will be saying 'Oh, so they use charcoal in gas masks do they? Well I never.' So, like I said at the very beginning of the page, *Freddy Pharkas* is bloody, bloody difficult - the sample problem above is just a drop in the *Freddy Pharkas* ocean of loopy logic. But I'm running away with myself a bit here... I haven't even told you the plot yet.

The plot

It's quite simple, and all explained at the beginning of the game itself... from the options screen you choose 'the Ballad of Freddy Pharkas' whereupon you're treated to a series of stills, a jaunty western tune and changing lyrics at the bottom of the screen (over which a little bouncing ball chugs so you can sing along in time to the music, should you be of a mind). The lyrics, basically, tell you this: 'Freddy is a failed gunslinger who at an early age had his ear shot off by a cowboy called Kenny The Kid. As a result Freddy gave up gun slinging for what was always his first love anyway... pharmacology.'

The year is now 1888 and the setting is post Gold Rush California, where Freddy owns a pharmacy in what is rapidly becoming a ghost town... the shops and stores are being boarded up fast. The main questions are 'Why?' and 'By whom?'

The 'set'

The whole of *Freddy Pharkas: Frontier Pharmacist* takes place in just one town. The main street contains a few shops, a bank, a whorehouse, a blacksmiths, a barber, a schoolhouse, a jailhouse and Freddy's own pharmacy. Via a number of side alleys you can reach the back street, where you'll find a graveyard, a church, an outhouse toilet and a few other places. Also, to the left and right of the town are a couple of 'outsidey' bits, namely a desert screen and a creek screen. From the word go in *Freddy Pharkas* you have almost complete freedom to go where you want, and talk to whoever you find there... and it's a good idea to do this,

collecting any collectibles as you go, before unlocking the front door of your pharmacy.

Freddy's pharmacy

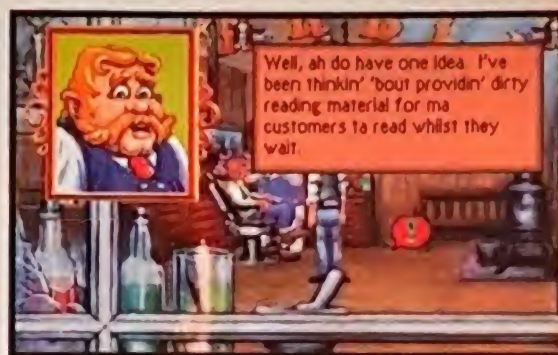
The game *Freddy Pharkas: Frontier Pharmacist* is built cleverly around the fact that you are, indeed, a pharmacist. In the front of your store you'll find shelves containing everything from suntan lotions to suppositories; although, in the main, these can't be interacted with. However, walk behind your counter and through the door into the back room, and things really start to look up. Just like a comprehensive spell screen from a mega RPG, you'll find your laboratory where a mortar and pestle, test tubes, measuring jug, burner, a set of scales and 20 or so jars of pharmaceutical chemicals await your arrival. You can mix them up any



(Above) Overwhelming proof of the dangers of being too house proud. In a fit of over enthusiasm this sad character applied furniture polish to her cheeks thus preventing her from seeing the giant sunflowers on the attack.

(Below) Dirty reading material? What, lots of dog-eared magazines with mud and spilt coffee all over them. I don't see that being a great crowd puller.

(Four pictures at bottom) A few of Freddy's outdoor locations, cunningly gathered together on one corner of the page to disguise the fact that we made a pig's ear of the photographs.



IN PERSPECTIVE

LucasArts' *Monkey Island*, *Monkey Island 2* and *Indiana Jones And The Fate Of Atlantis* are the current benchmarks for point'n'click adventures (especially *Indy*). So, to put *Freddy Pharkas* up against these three giants may seem unfair. However, I should add that, although *Freddy Pharkas* comes fourth, it's an 'honourable' fourth - because there aren't any other contenders that spring to my mind at the moment.

Indiana Jones & The Fate Of Atlantis

Secret Of Monkey Island

Secret Of Monkey Island 2

REVIEW **Freddy Pharkas**



which way you desire, and pour them into bottles which you then cork. In fact you have to do this because, after all, it's your job. You get customers. They hand you prescriptions. You mix the prescriptions, with a little help from the excellent manual - a spoof of a late 19th century tome entitled 'The Modern Day Book Of Health And Hygiene' (sic) - and you'll find some prescriptions a little trickier to produce than others.

It's not all work...

Any real-life chemists reading will be thinking 'How boring, I do that all day long anyway - the last thing I need is a game of my job,' so I'd better point out straight away that it's not all shop work in *Freddy Pharkas*. There's a lot more to do besides preparing prescriptions. Like saving the town from countless disasters, for instance. I don't want to give too much of the game away and spoil it for anyone who does buy it - so I'll cite the disaster I've already mentioned (i.e. spoiled), namely the farting horses (but that's very near the beginning anyway: there's plenty of other stuff after that - like the snail stampede, and the fire, and the...) (Snip. Ed.)

Arcadey bits

Yup, hidden amongst all the point'n'click, think'n'groan bits are a few action sequences. As you may have guessed, there's a shoot out. And there's a swordfight too. And more.

Rude bits

This is a Sierra game, so there are obviously plenty of 'rude' bits. Lets face it, if there's a whorehouse in a game written by Al Lowe, you can bet your bottom dollar that it's not just there for show. (And you've prepared Madame Sadie Ovarree's contraceptive prescription yourself, in case you needed a clue as to what was coming.) Oh, and there are plenty of toilet jokes too. (Larry even makes an appearance, reading a dirty mag.)

The jokes

Anyone familiar with Al Lowe's heavy handed approach will know exactly what to expect, and so if it's subtlety you're after then go elsewhere (like a LucasArts game for instance). *Freddy Pharkas: Frontier Chemist* exudes pure corn and extreme naughtiness from every pore in its code. Some bits are

so crap they're almost funny, and others are so crap that they're... er... still crap. It's a bit like a Mel Brooks film, but slightly better. There's an old Airplane gag lurking around and a Wayne's World '...Not!!!' joke as well. Unpredictable? Not!!! On the other side of the coin, however, there's a Stephen Hawking joke, a Lemmings skit and so on. The expected and the unexpected. It's horses for courses really, because some people are going to find this game uproariously funny from beginning to end while others will occasionally smile - although the worst things are the 'in-jokes': not exactly a belly laugh for the uninitiated, and not much better for the initiated. Oh well.

Overall

Freddy Pharkas: Frontier Pharmacist is a challenging game alright, as I've said already. Believe me, it's going to take a very talented person indeed to finish the game without dipping into next month's HackMaster section of this very magazine. That said, and the warning given, the central theme (of Freddy being a pharmacist, mixing chemicals, experimenting etc.) works brilliantly, and holds the otherwise disjointed storyline together. The size of the game (location wise) isn't exactly mind blowing. I must say: especially as it comes on six disks. Don't get me wrong though, it's not that it's totally limited either, but when the inevitable comparison to LucasArt's *Monkey Island* or *Indiana Jones* is made, the sense of 'travel' in *Freddy Pharkas* is found to be lacking. (But then again, seeing as the whole game is meant to be centred around the one town, I suppose such comparisons might seem a tad churlish. But you know what I mean). The graphics are good (as you can see) and the sound (especially on Sound Blaster) is excellent. So, the bottom line. Do I recommend it? Yes is the answer, even with the gripes. A LucasArts game it isn't, but it's getting there - sort of. ☐

PC ZONE score

An utterly absorbing, entertaining and difficult point'n'click adventure with some incredibly naff in-jokes.

85

Price: £39.99 Out: Now
Published: Sierra
Telephone: 0734 303322

PC ZONE specs

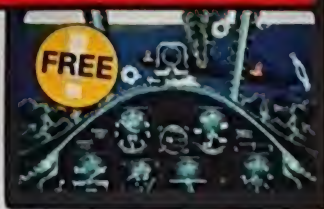
Minimum Memory: 640K
Minimum Processor: 386
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 2Mb
Minimum Graphics: VGA, EGA
Sound Cards: Sound Blaster, Roland
Controls: Mouse recommended

(Above) Hmm... now Willie, that could be quite rude and there's an innuendo in Whittlin'... ooh I feel a joke coming on. (On to next caption. Ed)
(Below) Mildly stereotyped Chinese character reveals crippling inability to use verbs in his English sentence construction.



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Eye Of The Beholder

LEGEND OF MYTH DRANNOR



Piece these sections together to make an appropriate clichéd intro for a game called *Eye Of The Beholder III*: **David McCandless**, beauty is, they say, the ugliest reviewer, eye of the beholder, to review the game than, in the, so who better.

IN PERSPECTIVE

In the race for the ultimate RPG, *Eye Of The Beholder III* is still in the changing rooms.

Underworld II

Eye Of The Beholder II

A Tortoise

Eye Of The Beholder III



AFTER THE revolve-a-rama of *Underworld II* and the texture mappedness of *Legends Of Valour* the much maligned RPG has now gained 'sex appeal'. Gone are the brown-corduroy trousered and yellow fingernailed traditional RPG players. Gone are the days when the Earls Court Dice conventions were 'the place to be'. Nowadays, PC people worldwide embrace trolls, half-elves and gnomes as their brothers, adopting names for their heroes with too many 'K's and 'G's (you know, Kyshhkk, Goganka, Kaggakaka). They batter their families with talk of spells, runes, and undead gladiators. And occasionally - very occasionally - they're seen at parties. Drinking.

So enter ye, into the monster-infested dells and hillocks of Myth Drannor, the third and final instalment of the *Eye Of The Beholder* series. The first two games while not 'revolutionary' or 'texture-maptastic', borrowed a huge chunk of style and graphic interface from the classic *Dungeon Master*, added some 90s style multi-coloured graphics, and ended up providing some satisfactory 'foreplay' before the likes of *Underworld* appeared.

Número three, like the others, is an official *Advanced Dungeons'n'Dragons* licence, insisting on keeping in touch with the old, sad, cardigan-wrapped days of D&D. Ah... (soft focus)... those gloomy weekends spent in the dark recesses of suburban living rooms... those yellow-fingernailed friends... a collection of badly painted lead figurines... boredom... tedium... rule books... Computer game it may be, but in *EOB III*, we still 'roll' our characters' 'stats', our manual is still thick with 'look-up tables' and there's a free badly written 'novella' penned by someone who has honestly never read Tolkien before.

The story is the usual

good-evil, white magic-black magic codswallop. An undead wizard (A lich - Pompous AD&D fan) is being incredibly evil and reckless with his armageddon spells in the Myth Drannor area (A fabled city populated by many races - AD&D fan). The city, once fair and elf-packed, is now ruined, ugly and troll-stuffed. You are a party of four fearless adventurers trapped in a first person perspective, flick screen fantasy extravaganza, rifle and packed and (we can say) throbbing with

magical weapons, traps, ghosts, monsters, spells and puzzles. The main thrust of the mission is to destroy the evil in Myth Drannor, but there are all manner (Hol RPG joke!) of sub-quest and non-linear bits to contend with en route.

Story and graphics wise number three doesn't depart radically from the *EOB* 'ethic'.

The storyline is cleverly contrived to involve as many dungeon locations as possible. The guff wanders on about how the *EOB* experience will now encompass not just underground, but outside and underwater areas as well. 'Gosh,' you think, 'Outside locations?' But wait - how many tracts of open forest land could you have made from a box of Weetabix? Yep, time spent not in dungeons is time spent in more open plan dungeons 'outside' with trees for walls and a blue ceiling and the odd bush here and there to replicate that Sherwood Forest feel. *ear*

The Mages' Guild - oozing with fat floating Sumo type monsters (Djinn actually - AD&D man)



SUNNY HOLIDAY MYTH DRANNOR

THE FOREST

Our sunny, recently redecorated shrub land overlooks a peaceful yet sultry graveyard, with over a hundred graves sporting the tombstones of many rich and famous (but dead) warriors. The occasional barren tree and thicket characterise a lovely locale, populated with our ever-friendly negative plane neighbours (Grave Mists, zombies, walking undead)!



THE MAUSOLEUM

Our very clean and shiny mausoleum, imposing and architecturally impressive on the outside, is in actual fact a multi-levelled dungeon, stacked – and we mean packed – with all sorts of secret doors, levers and pit traps. Yummy yummy. It's haunted by wights, undead beasts and shadow monsters – a stunning cornucopia of deadly undead beings. Thrills guaranteed.



THE RUINED CITY

It may be decrepit and a pile of old masonry, but boy does the ruined city of Myth Drannor hold some surprises. Littered (literally) with rocks, stones and spell scrolls, this city is an adventurer's delight, enchanted by the presence of some lethal fire-spitting Chimeras. They're part goat, part lion, part dragon, trivia fans.



THE THICKER FOREST

The Thicker Forest gains its name from its windy all-hole barred layout and its sudden eco-friendly consciousness. No paths created by hacking trees with axes here. Only a friendship necklace waved at our pine pals will provide safe passage. Try out the wacky thicket-mazes as well, guaranteed to confuse even the most compass orientated cartographer. And if they don't get you, the frisky minotaurs and feys will!



REVIEW

Eye Of The Beholder III



We've dug up loads of dead bodies and hacked down most of the New Forest to get here - the city of Myth Drannor. Looks quite nice.

PCZONE specs

Minimum Memory: 640K plus 2Mb for sound
Minimum Processor: 386
Minimum Speed: 20MHz
Installation: Essential
Minimum Hard Disk: 8.5Mb
Minimum Graphics: VGA
Sound Cards: Pro Audio Spectrum, Soundblaster, Sound Blaster Pro, Ad-Lib, Roland and 100% compatibles
Controls: Mouse

PCZONE score

Has none of the feel or atmosphere of its prequels. For the yellow-fingernailed brigade only I'm afraid.

64

Price: £39.99 Out: Now
 Published:SSI/US Gold
 Telephone: 021 625 3388



Behold the true face of the RPG player (i.e. yellow like the nails).

Disk delays

Mid-way through a pitched battle with a load of undead things, you think, 'I know, I'll cast a highly destructive spell. Quickly.' But you didn't reckon on the high level hard disk monster thwarting you, did you? With its +2 Disk Access weapon and a scroll of Great Delay it is nigh-on unbeatable. Watch these delays: turn towards target (two seconds); click on spell book (four seconds); choose spell (one second); fire spell (six seconds); register hit and damage (two seconds). To make up for the lack of true real time combat, the programmers seemed to have introduced a real time 'loading experience'. To give you a better idea I've compiled my own AD&D style look-up chart for disk accessing:

OCCURRENCE	DISK ACCESS TIME	386 SX	486 DX
Load a savegame from scratch	1:00	+20	-30
Cast a spell in combat	10	+2	-5
Encounter a monster up-close	6	+1	-2
Going up a flight of stairs	6	+1	-1
Bring up spell book	5	+2	-2
Look at new scenery block (i.e. a door)	4	-	-2
Quit game	1	-	-

Another mutant offshoot of the disk monster is the fabled beast, Mouse Buffer. When you make a move (hack with axe, swap team members about, change weapon) it's stored in a buffer. If there's no disk accessing it happens immediately. But of course there's always disk accessing so your 'events' either happen 5-10 seconds after you clicked them or not at all. It's great. It really is.

THE SAD CRAP MAP BIT...

It is in this 'forest' where you begin, surrounded by gravestones and the odd ghost things (Grave Mists actually - they're new monsters - AD&D git) and this is where EOB III begins to fall down. It gets very boring very early on. The first hour or so spent in the game will be taken exploring a huge room/wood chopping down special trees to gain access to the 'juicier' sections. The trees all look the same so you more or less have to chop at every block unless one of your team members chips in with a 'these trees don't look so solid.' remark. It's not very eco-friendly. Not very politically correct. Some old ghost appears later to reprimand you destroying the food chain - 'It's for the greater good.' puffs your automated reply. 'For evil to be destroyed, there must be some sacrifices'. Hmm...

Anyway, these 'juicier' sections are where the games starts hotting up. The first section is a mausoleum, packed with the zombies (Wights actually - AD&D twat) and monster zombies (Undead Beasts - AD&D dickhead). A couple of not very tough puzzles bar your passage - and here again is where EOB III makes one of those embarrassed foot-twisting high street stumbles which you always try to brush away by carrying on (because you think everyone's stopped and is laughing at you). The puzzles weren't so tricky for me because I've played - HackMasters - forgive me - the two previous EOBs and I have some clue as to how they work (throwing objects to activate switches, secret buttons on walls, lever combinations etc.).

And that's the problem with EOB III really - it's not very accessible, neither game design-wise or graphics-wise. The RPG has now got the street cred, the technology and the clean fingernails - it can only go forward. Or back. Eye Of The Beholder III is a step in the wrong direction. You may think I'm being picky but it has no auto-mapping, no easy 'trainer' dungeons to get you into the swing of things, no trading or interaction between characters, it's badly programmed (see the Disk Accessing panel), the monsters only have two frames of animation, the sound effects are token (frog noises outside, crunchy 'monster footsteps' inside) and on the whole has the hallmarks of a game which somebody got very bored with designing half-way through. And I'm not just saying this because I've just got back from my 'weekend-away' to the Lake District with Underworld II. I have no right to stab EOB III in the back of the neck just because Underworld II is my girlfriend. But Eye Of The Beholders I & II stand the test of time as playable and atmospheric, and number three doesn't, basically. ☹

See? What did I tell you about yellow fingernails? Hmmm! Didn't believe me did you?



Eye Of The Beholder III

REVIEW



1 (Rather arrogant tone) Looks quite empty, quite friendly. There's a scroll and there's a plaque. What does the plaque say? Hmmm... Pray For The Dead. Why?



2 Oh no! We walked down a corridor and suddenly the walls sealed in around us. Panic! Panic! What was that cleric? 'The undead are displeased with our intrusion'. Oh, well that's great. We'll be trapped here for an eternity. What? We just have to cast a Prayer spell to atone ourselves? Oh right.



3 Aargheel Monsters abungo. Quick! - front ranks attack with swords and axes, rear ranks fire arrows and throw daggers. Cleric - use your bloody turn, undead spell.



4 Here are some goodies, casually lying around as goodies are want to do.



5 We've found some mysterious filing cabinets. They don't seem to have any effect, but boy are they fun. Open. Close. Open. Close. Wow.



6 Door! Door! We've found a door!



7 Piti! Piti! We've fallen down a pit!



11 Hooray, a lever. Pull it. What does it do? What does it do?



10 Hmmm, this wall looks inscrutable. But what's that in the corner? A secret button no less.



9 Several pitched battles later (bloody undead) and we've reached the locked door.



8 Argheel! Off the map and into a fireball hell. Those gargoyles are gobbling huge great flame balls all over the shop. Nightmare! Duck! Duck! Oh but look, there's a key. A holy key no less.



Patrick McCarthy's entire experience of wargaming consists of having once watched half of an episode of *Callan* in which Edward Woodward pretended to be interested in doing it with lead soldiers for the sake of the plot. It's that kind of in-depth knowledge that gets you a review around here.



WAR IS A POPULAR and profitable pastime, and has been around since man first looked at his neighbour and thought 'I wonder what his head would look like flat.' For almost as long, people who normally wouldn't be seen without an acrylic Fair Isle sweater have been donning funny uniforms, meeting in darkened rooms littered with bits of papier maché landscape and pretending to do battle with small, highly-decorative lumps of lead. Then came the computer, then the boring computer-based games. There you have it. The game placed in context.



(Left) Have you seen *Strictly Ballroom*? There's a mass dance sequence in it just like this one.
(Above) It would be contravening the spirit of the game manual to put an explanation of this screen anywhere in its proximity.

History is bunk

Cohort II is the latest incarnation of a wargaming series that's been around almost as long as war itself. In the beginning there was an Edward Grabowski game called *Rorke's Drift*, the very name of which caused the pants of a young reserve staff writer by the name of Lakin to tent in an alarming manner, for he was verily a history scholar and most attached to that particular period. But lo! - he didst become most downcast when he played the game, for it was almost unplayable, and verily dull, and there was weeping and gnashing of teeth, and the Lord (as he's now known) was displeased.

Since then there's been the first *Cohort*, similar to *Rorke's Drift*, except the armies involved were Romans versus the top world invitational squad, the Barbarians; and there's also been some kind of Wild West game whose name escapes me but probably had something to do with us armies charging through peaceful Indian settlements, killing all the babies and mutilating all the womenfolk. Or something.

Now, the very same Edward Grabowski has whacked out another one. It's the sequel to *Cohort*

Cohort II

TERRAIN IN VAIN

No battle would be complete without a field to fight in. In order to introduce a sense of place, there are eight 'different' areas for you to have your bit of fun. The different conditions affect different elements of your armies in different ways - the cliff top makes the vertigo-sufferers among your men weepy, and so on.



OPEN FIELD

As you'd expect, it's a big field. And the gate's open. Which annoys the farmer no end, probably - but then he's hardly likely to try any of that 'get off me land' stuff with two entire armies is he? Cowards might like to note the two clumps of trees at either edge to hide in.



THE BRIDGE

Remarkably similar in design and scope to the above, except there's a river with a bridge of huge strategic importance in the middle of the lower half. Strangely, this doesn't affect the armies, who simply wade through the water. They won't make much of a film out of that.

and called *Cohort II*, which shows he's as logical, skillful and imaginative in his use of language as he is in his programming.

Let's not beat about the bush: it's not very good. Those of you who want to know why can read through the next few paragraphs, while the three minute culture-types among you can flip to the next review, where I believe there's a much better game to read about.

You're not exactly enticed into the game by the manual. The game is entirely icon-driven, but at no point in the manual is there any kind of annotated screenshot of the icon controls. The screenshots are dropped into the text seemingly at random, and without captions, while the text refers to things such as 'the third icon from the right in the middle' of a menu, the depiction of which is a page and a half away. It's software documentation such as this that is setting the standards for other games publishers to follow.

Weighty matters

Basically, your armies are comprised of light, medium and heavy infantry, light, medium and heavy cavalry, and archers. It's the light infantry I feel sorry for. They don't wear protective clothes.

They sally forth in just their pants, which they remove and use as slingshots. They thus move very fast, as would anyone standing naked in front of soldiers who haven't seen a woman for months but who are 'very vulnerable' - both emotionally and physically, I assume. (Are you making this up? Ed) Some of it.

Big numbers

All infantry comes in the form of a unit of 'just under a hundred' men, represented by a single figure, while cavalry figures represent 50 men. Eight of these units are used to form one group. The maximum number of groups allowed in an army is 12. There are restrictions as to how many of each type you may have, and certain combinations have limits, too. For example, it's not seen as good form to have an army composed entirely of archers - which is a bit of a shame, as the theme tune they insist on humming would undermine the morale of most enemies.

The composition of your army can be randomly generated by the computer, you can select each group yourself, or there are eight pre-arranged armies for you to choose from. You can choose to fight barbarians or another Roman army, but

(Below left) This is the bit at the end of *Strictly Ballroom*, during the big fight to switch the power back on so the heroes can dance.

(Below) As you can see, dancers are marked on style, technical difficulty and their makeup's 'orange quotient'.



I come to bury Caesar... well, Cohort, actually

If you have the Roman-based *Sim City/Civilisation* hybrid *Caesar*, *Cohort* can be used as a full battle option if you load it into the *Caesar* directory. When the Barbarian forces come steaming into your town, you will then have an option. You can either (a) opt for quick combat mode and sit through the static screenshots, or (b) move into *Cohort* and play the battle in full.

The *Caesar* armies are then transformed as if by magic: Irregulars become Medium cavalry and infantry; Regulars become Heavy cavalry and infantry and Auxiliaries become Light cavalry and infantry or archers. You can then take 12 hours to fight a battle that would take scant seconds in quick combat. The only difference is the popular *Abandon Game* option is replaced by a *Retreat* option. Alternatively, don't waste your money on *Cohort*, stick with quick combat, and live it up by cutting out the two figures we've kindly provided, and 'fighting' them while the battle rages.



CLIFF DEFENCE

Again, a remarkably similar-looking patch of land, but this time the blue bit has been moved to the top of the screen. Don't allow any of your chaps to get too near the edge, or they'll only be fit for bit-parts in *Willy Wonka's Chocolate Factory* afterwards.



HILL TERRAIN

That land again, this time with what look like Mr Kipling's Individual Bramley Apple Surprises dotted about on it. Get up close and you'll see that they're actually pitcher's mounds. If you get on top of one your attack and defence attributes are raised.



MARSH

Eek! It's the bridge scenario again, isn't it? With some hundreds and thousands on it.

CONTINUED OVERLEAF

'It looks more like Strictly Ballroom, with elements of The Horse Of The Year Show thrown in.'



IN PERSPECTIVE

Campaign

Cohort II

North & South

Universal Military Sim

For you have exactly the same control over the composition of your enemy.

Scrappy do's

During what passes for fighting, the army can be controlled by individual units, by groups of units, or all at once. I use the term 'controlled' loosely - it's actually rather more to do with happenstance. What tends to happen is that you devise a devilish line of attack against an individual enemy unit, tell a unit to charge, return to battle mode and see that they appear to prefer to wander off somewhere else. Sometimes they'll move part of the way there and stop. Occasionally they don't move at all. They are equipped with all the discernment, intelligence and reasoning powers of a Cornish pastie. Tell two units standing next to each other to go in different directions, and like as not they'll walk into each other and stay there for ever.

Allegedly you can control the direction they're facing before they move, but it doesn't account for the apparent random directional lunges they make before setting off. If you face someone West before sending them that way to avoid collisions with units North of them, you can't guarantee they won't speed North West first in some kind of bizarre attempt at a 'run-up', bumping into the units and sticking there. As you can imagine, moving whole groups of such intelligent people around is about as easy as addressing an RNIB rally by semaphore.

infamy, infamy... they've all got it infamy

As you can see from the screenshots, the graphics are primitive. Don't assume they look better in motion, either. The fighting, I'm afraid, does not impress or move me in any way. It looks more like one of the crowd scenes from *Strictly Ballroom*, with elements of *The Horse of the Year Show* thrown in for good measure. To cap it all, a single battle can take anything up to - ooh, six weeks to complete. The sound isn't really worth talking about. There is no campaign mode and no continuity between one battle and the next.

'Yes, yes,' you're probably saying to yourselves by now, 'But is it any good?' No, not very. There are much better war-games than this available. There has to be. ☒

(Top left) Love is in the air, everywhere I look around... I love this final scene, don't you?
(Bottom left) The enchanted judges hold up their score cards. The Germans have been a bit harsh.

PC ZONE score

All the fun and entertainment of a barium meal.

30

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Telephone: 071 351 2133

PC ZONE specs

Minimum Memory: 640K

Minimum Processor: 286

Minimum Speed: 16MHz

Installation: Essential

Minimum Hard Disk: 1.2Mb

Minimum Graphics: VGA

Sound Cards: Ad-Lib, Sound Blaster

Controls: Keyboard, Mouse



DOWN'S

Aha. I think I'm beginning to get the picture. This one's a bit like the hills one isn't it?



UNDERGROWTH

Oh god, how many more? It's green, it's flat and there are some dyed cotton wool balls on it.



FOREST

Whose idea was this boxoff anyway? (Yours. Ed.) Oh. Well, look, I'm fed up with it.

'TERRAIN IN VAIN' CONTINUED

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THE GUEST LIST



BRIAN DUTTON.

Pompous aristocrat. Totally obsessed with money.



EDWARD & ELENOR KNOX

Happily married, although Edward is likely to stray.



The 7th Guest

Julie Andrews once sang a song that goes 'Give a little whistle, (whistling sound effect), and no one will suspect you're afraid'. We gave Virgin's creepy CD-ROM spectacular to **Paul Presley** and watched his lips go numb.



Y GOD WE'RE a cynical bunch in journalism land. Even before the intro sequence had finished playing here at the PC Zone offices we were all making sardonic comments about *The 7th Guest*. 'It's a new chapter in computer history,' we were saying sarcastically, mocking the PR quotes given by Virgin. 'There's more ham in this game than at a pig farm,' we would mutter with our tongues planted so far down our cheeks it looked like we were eating a salami and cheese French bread sandwich lengthways.

It's always the same when something comes along boasting brand new technological developments in game design. Take *Comanche*, take *Strike Commander*, take *Darkseed*. Every time a game comes along with a brand new word (Voxelspace, Gourad Shading, Real-O-Vision etc.) you know you can start entertaining second thoughts along with the rest of your guests - Mr Forty-Plus Pounds and Mrs Five Minutes Of Entertainment.

With all of these 'revolutions in gaming entertainment' you can usually be pretty assured of three things:

1. They come from the United States.
2. The developers will have spent so much time working on the new technology that they will have forgotten to include anything that even vaguely resembles gameplay, and...
3. There'll be a sequel half a year down the line.

After reading all that you're probably expecting me to put in a line like: 'Thankfully *The 7th Guest* is a different story. New technology does combine with good gameplay'. Well, I only wish that I could. Instead it seems that all of our fears, doubts and pre-conceived notions are merely to be given further support.

Specs, bugs and rock and roll

You see the frightening truth about *The 7th Guest* is that, behind all the fancy SVGA graphics, the video-like animations, the rather nice actually music and the hype about it being on CD-ROM only, it's little more than a collection of parlour games, the puzzles ranging from the insanely easy to the virtually impossible.

Let me come to the gameplay bits after the next subhead though. What of the technology? This, after all, is the main selling point. Well, as you might expect it all depends on what type of machine you have. Let me just say that from the word go my own PC swept through all the minimum standards asked for in the manual and even managed to incorporate several of the recommended settings, and even then I still had trouble getting it started. I'm going to keep harping on about programmers including boot disk makers in their installation programs until it finally becomes compulsory. Needless to say *The 7th Guest* didn't have one, earning one black mark in my book right from the start.

But a substantial amount of tweaking to my startup files and one eventual installation procedure later, I was into the game proper. Straight away the music hit me. If ever there was an advert for a Roland sound board this is it. The music is superb. Quite simply the best I've heard in any game, ever. What was particularly nice was being able to play it direct from the second CD.

Okay then, all together now 'And she's buying a stairway to (seventh) heaven.'



The 7th Guest REVIEW

MARTINE BURDEN

A vamp. Not above sleeping her way to the top, either.

JULIA HEINE

Old romantic. Loves to reminisce about her younger days.

HAMILTON TEMPLE

Stage musician. Wants to find the secret of real magic.

YOU

Insert recent photo here and fill in personal details.



Heeerrrrree's Henry. Mr Stauf, the crazy old galoot, likes to taunt you throughout the game by popping up torso-less or by calling you names from the safety of the Sound Blaster's speakers.



About the only child not kidnapped by Stauf is this mysterious young scallywag who keeps turning up. Each of the guests seems obsessed by this cheeky scamp and tries to grab him.



The library, home to Stauf's rare tomes. About the only useful one is the clue book on the table. Stuck? Then look here. But there's a terrible price to be paid if you use it too often, mwah hah ha!



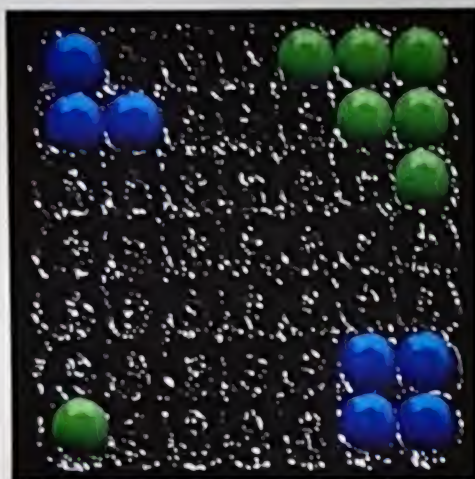
Fek, spiders. I hate 'em. 'Orrible crawly things. Yuck. Send shivers down me spine, brrrr.



IS ANYBODY THERE?

Amusingly the menu screens (game options, loading and saving, the map screens etc.) all take place on a ouija board with the cursor changing into one of those strange psychic indicator things. It's a nice little touch but doesn't make the game any better.

(Left) An example of one of the puzzles is this cake posed early in the game. I'm not going to tell you what you have to do as that's part of the problem.
 (Below) Infection. I hated it when it was a stand-alone game and I hate it here. Apart from anything else it ruins the atmosphere by making you stop thinking you're inside a haunted house but inside a Virgin game.
 (Middle) The inevitable maze.
 (Bottom) Another puzzle involves this black and white chequered board and some little pieces. I think I've seen it before somewhere but I just can't quite place it...



...disk on a standard CD music player. I always like little bonuses like that, it makes you feel like you're getting more for your money.

The tracks ranged from the dark and scary to the sinisterly humorous and really helped to create that essential atmosphere that a game like this needs. Combine the music with the digitised sound effects and speech and you've got yourself a real treat for the ears.

What about the graphics, I can hear you shouting (a good trick since it's currently 2:03am and I'm buried deep within my study with the windows closed and the door locked). Well, I bet you can't wait for me to tell you that the svga is enough to make you drool a small river can you? After all you've seen the screenshots on these pages. Well picture this scene. When you start the game you're in the entrance hall with the elegant staircase leading upstairs, the furniture all around you and a couple of doors off in the distance. You think to yourself 'Wow, very nice'. Then you click the mouse to move forward and you think 'Hmm, a bit jerky but I can live with it'.

Then you play it on a machine that costs less than 3000 quid and you think 'Yee-ess. I think I'll go play *Ultima Underworld* instead'.

The graphics are only as good as the machine you've got, and the machine you've got had better be pretty damn powerful to run the svga version. The MCGA version fares much better on the low-end machines (and remember this is just the low-end of the high-end machines we're talking about) and doesn't lose that much detail. Indeed, even if you don't have enough power to support the full version but do have an svga card, it will display most of the puzzles and presentation screens in svga as a sort of compensation for the loss of movement detail.

Behind the scaffolding

Never mind the technology though, what about the actual content of the game? Well, the plot is pretty good, even if it is a little hard to follow. Fans of the supernatural/occult/weird/David Lynch shouldn't be too bothered by it all, but if your staple diet of drama is *Brookside* followed by Jilly Cooper's *Riders* you might feel a wee bit intimidated.

As I said, the puzzles vary in difficulty, but more have that 'I'll just give it one more crack before I give up' quality about them, although it only took me about two days to get through all but one of them (see below).

I could just about forgive the inclusion of the obligatory maze, it may not be the most original idea ever to grace an adventure game but it wasn't too annoying. What I did find unforgivable was the game of *Infection* in the laboratory. You may remember it, Virgin released it on floppy a year or so ago. You control a couple of 'splats' on a grid and the idea is to take over as many of the squares as possible - take a look at the picture on this page you'll recognise it.

For all its faults, at least up until now *The 7th Guest* had been consistent. The puzzles had all been, well, puzzles, tests of logic, challenges to the old grey matter. Suddenly you're given a game of skill. You've got to play against the computer (who seems to be set on the maximum difficulty level). Apart from the fact that I never liked *Infection* anyway, it's completely out of place. It doesn't even look as though it was

supposed to be part of the game in the first place. The way it's presented is different to the rest of the puzzles, it didn't look graphically as though it fit in, you get rules instead of hints from Stauff's clue book and so on. Everything about it just says 'marketing decision'.

However, the puzzles are all there is to the game (apart from the wandering around the house going 'Coo' at the graphics bit). Yes, *The 7th Guest* has its moments. There is a nice feeling of atmosphere and the storyline is actually pretty good, it's just that

Some old dear has left her hearing aid hanging around again



there's not that much for me to do. If I just wanted to watch a supernatural story, I'd tune in to an episode of *The Twilight Zone*. It's not like there's even a Scooby Doo detective bit to it. You don't have to work out which one of the guests is really Old Man Stauf, unmask him at the end of the game and sit back in satisfaction as he's dragged off by the police shouting 'And I'd have gotten away with it too, if it wasn't for you pesky kids...'. You just watch the dramatic scenes unfold and solve the puzzles in order to see more.

I luv America

Personally, I think the biggest problem facing *The 7th Guest* is that it's American. Now before you all start writing in by the millions (I wish, Ed.), let me explain. The problem with the American games market is that it is too easily impressed with aesthetics (*Darkseed* won awards over there for heavens sake). Although this isn't necessarily a bad thing, as it does mean that the technology being used is always improving, it does leave us with the problem that the actual games are all too often devoid of content. For example, ever since Sierra started boasting its new graphical and interface systems, the quality of the games has just continued to fall (I haven't really enjoyed a Sierra adventure since the original version of *Police Quest II*). LucasArts remains the one exception to this rule and I'm positive this is because it can work so closely with people involved in the film industry - scriptwriters who know how to please audiences and so on.

Oh, and before I forget, there is one other negative thing about *The 7th Guest*. It costs £69.99.

How much???

That's right, 70 quid. Seven zero. Now call me a miserly old skinflint if you like (don't) but you could get yourself a Nintendo for that. No game, no matter what it is, no matter how important, no matter how good should warrant this kind of price tag. *Street Fighter II* on the SNES didn't deserve it

This is a gathering of shady characters if ever I saw one (Ho ho ho).



(that's right, I said it, *Street Fighter II* is crap and I'll deck anyone who says it isn't) and neither does this. I'm telling you now, if in a few months time I look at the top ten charts and see *The 7th Guest* selling like hot cakes then I'm packing it all in. I'll give up writing articles that obviously no one reads and I'll go and be a monk somewhere. Probably Tibet, that's quite nice. Or Hawaii.

Anyway...

The 7th Guest is not so much a game, it's more what we magazine types like to call an 'experience'. It promises so much and fails to deliver little more than a brief tour of a haunted house that will only last in the memory for as long as it takes someone to produce something even more visually stunning (which won't be long if a quick glance at several American products still 'under development' is anything to go by).

Like I said at the start of this potentially libellous piece of editorial, we journalists are a cynical bunch. But when we're given games like *The 7th Guest* it's easy to see why. ☹

IN PERSPECTIVE

A lone in the Dark still remains the finest example of a horror/supernatural thriller on the PC. It's all those camera angles and clever graphic techniques you see. *Alone in the Dark*

The Legacy

The 7th Guest

AN APOLOGY

In last month's preview of *The 7th Guest* I made continuous references to a Mr Henry Stauf. Many of you have no doubt already noticed that the main character of the game is in fact Henry Stauf, not Stoff. I would like to apologise for any inconvenience caused to *PC Zone's* readers, Virgin Games and, of course, the real Mr Henry Stauf who should like it to be made clear that he is not dead, does not live in a haunted mansion atop an old hill and does not steal the souls of little children for his own foul means. Except at weekends.

PC ZONE specs

Minimum Memory: 2Mb
Minimum Processor: 386DX
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 10Mb
Minimum Graphics: VGA
Sound Cards: Sound Blaster, Sound Blaster Pro, Ad-Lib, Roland MT32/LAPC1, Sound Canvas
Controls: Mouse
Comments: Also necessary is a CD-ROM driver with 150K per second transfer rate and MSCDEX version 2.2 or higher. An SVGA card with at least 1MB of memory is also recommended for the full graphical effect.

PC ZONE score

Technologically okay, but disappointingly weak on gameplay and way too expensive.

60

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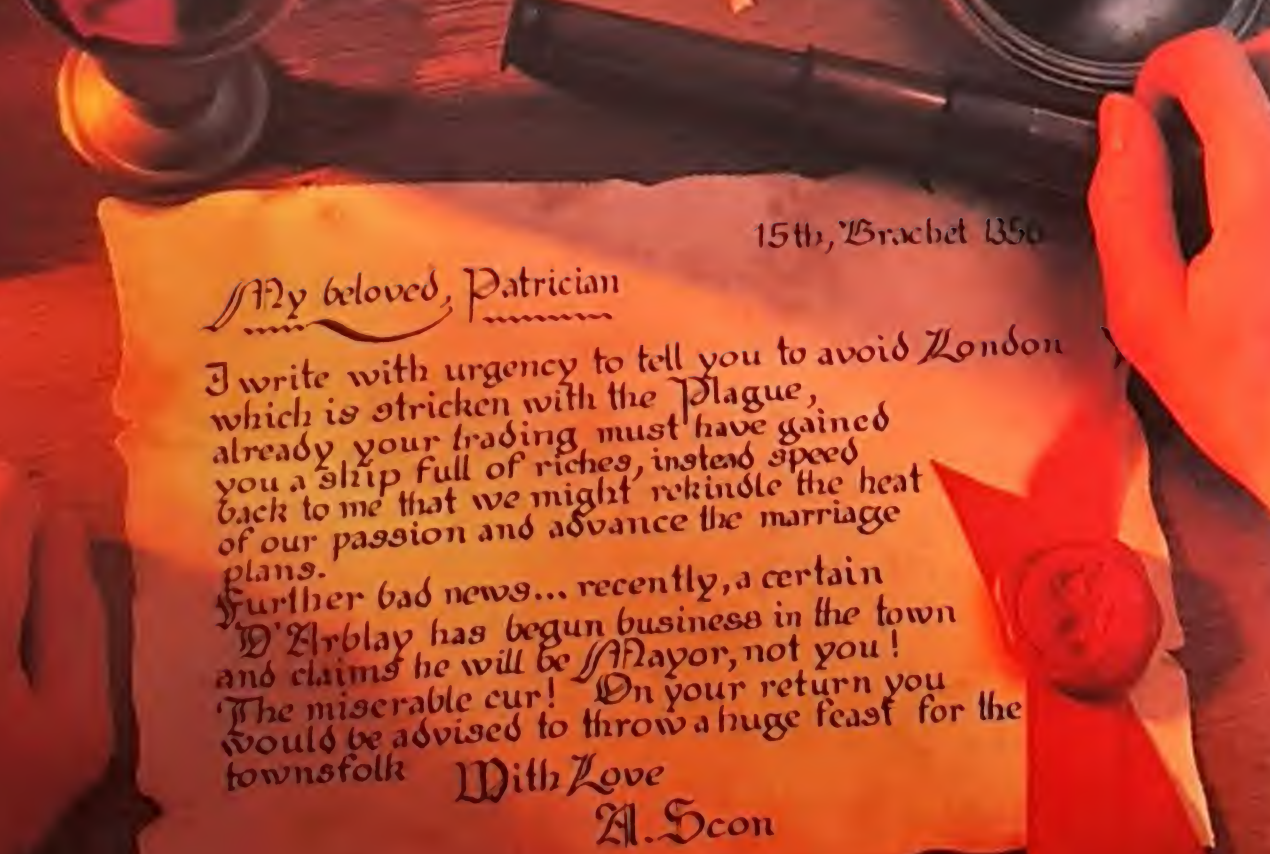
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My beloved, Patrician

I write with urgency to tell you to avoid London
which is stricken with the Plague,
already your trading must have gained
you a ship full of riches, instead speed
back to me that we might rekindle the heat
of our passion and advance the marriage
plans.

Further bad news... recently, a certain
D'Arblay has begun business in the town
and claims he will be Mayor, not you!
The miserable cur! On your return you
would be advised to throw a huge feast for the
townsfolk

With Love
A. Scon

Nippon Safes Inc.

When marathon RPG enthusiast, **Andy Clarkson** found out he was going to review a game of Italian origin, he went straight into training stuffing down zillions of pasta shells in preparation. Now his big day is over, the game's complete, the copy's in, and he's left a sad and fat figure of a man.



HERE'S A FEW things that are big in Italy: Leaning Tower of Pisa, Colosseum, Pavarotti, dodgy House music, the Pope, Gazza, wearing loafers sans socks, Godfathers in particular, mothers in general and now, up there with tubby footballers and leaders of the Roman Catholic Church is Nippon Safes Inc. Dynabyte, a subsidiary of an Italian graphics company, has blasted onto the Italian games market with its first game which is now the country's most popular. Is it a great RPG, or is it simply the greatest show of Italian patriotism since the days of Italia '90?

First, the game is not set in Italy but in Japan. The modern metropolis of Tyoko to be precise (a cunning anagram of Japan's most famous city - Darlington). You play any one of three wacky, comedy characters who are wandering aimlessly around Tyoko until a mysterious man named 'Weird Guy' makes you an offer you can't refuse. Then you're off solving puzzles, still not really knowing what you are up to until much later when you discover you are mixed up in a dastardly plot to open all the safes in Tyoko and steal vast quantities of cash. That's the plot, well, sort of.

How it looks, and how it feels

The graphics are good; the usual bitmapped affair with little comedy sprites that shuffle around as if they are trying to moonwalk with a kamikaze sword between their buttocks. Coming from a graphic design company, you would expect the artwork to be presentable, and it is excellent. Backgrounds are stylish and colourful giving the impression of a high-tech city with boxy buildings and classy typefaces abounding.

The music grinds you down fast - the main sample is the Peter Gunn theme which pounds away at your head for at least two hours after you've quit the game, and then there's some frightful 'jazz' piano. And there are no sound effects - an RPG's gotta have 'em.

The interface is a point-and-clicker that's easy to get around with the mandatory look, open, pick up and speak, and you don't have to carry many things around which is good - none of that scrolling through an inventory as long as some very long arms. ☺

(Above) In response to overexposure to the Peter Gunn theme the characters queue up to leap into silent oblivion.

(Left) Parallaxion a go-go. Doug meets Donna. Donna meets Doug. Doug falls in love. Donna gets her own way. Oh, she's such a one! (Bottom) There is probably wads of cash behind these walls... Oh to have picked up that grappling hook earlier on in the game.

'Not radically amazing in terms of sound and stuff, but it's fun to play.'

TAKE YOUR PICK

These are the comedy characters you can choose to play the game. Known in the manual as SMART, SEXY and SUCKER, but you can't guess who's who.

Doug Nuts

He's specy, so he's SMART. Advantages of playing as Doug – he's specy and smart. But, if he's so SMART, why have the programmer's named him Doughnut? Answer: he's not a doughnut at all, he's Ronnie Corbett.

Donna Fatale

Advantages of playing as Donna fall into the category of giving young boys heart murmurs with a wicked waddle type walk and there's also a chance to sidle up with a very big wrestler in a very small place.

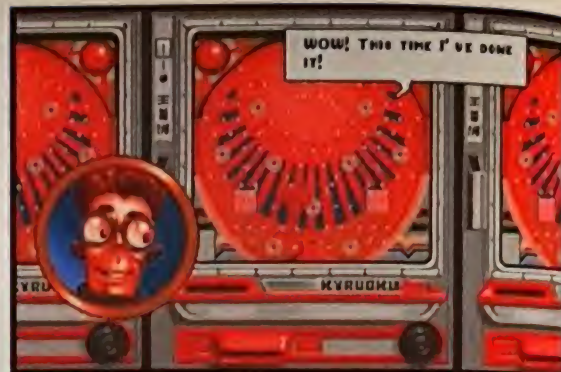
Dino Fagioli

Advantages of playing as Dino are that he's strong, he has nice eyes and he has that all important third eyebrow. Why does he have three eyebrows? I don't know. Why is it important? It's not.

I THINK I'M TURNING JAPANESE



① Doug Nuts has just finished a spot of time at The Emperor's Pleasure and has taken a ride with a nice Sumo wrestling taxi driving kind of guy. Observing the doll and the basic fat and ugly appearance of the driver, Doug detects that this man is a bit of a one for 400lb jelly men in G-strings, and makes a mental note of this.



④ Pachinko. A funny old game that the Japanese go mental about. Basically, you buy a load of balls with your money, put them in the machine, watch them bounce about and if you're lucky, you win a load more balls. You can then exchange your balls for packets of cigarettes. This begs a question – if you want a packet of cigarettes, and you have the money, why don't you just buy the cigarettes and miss out the Pachinko bit?



② Dropped off down some dodgy back alley, where heavily made-up judo experts hang out with cyberpunks, Doug comes across The Hot Sushi. Inside, Donna Fatale, who could have been you, does her infamous bottle act live on stage and a rosy old bloke in a dirty mac asks Doug for a favour.



⑤ Doug tracks down the Sumo centre and manages to sweet-talk a ticket for the bout of Dino Fagioli. This is Parallaxion in action; in your game as Doug you have to help Dino fatten up for his Sumo wrestle so he will give you a ticket. If you were playing as Dino, you would have to get Doug a ticket for the bout, before he would help you chubby up a bit. In both games you meet each other here and have the same conversation.



③ Doug meets Limahl in the park (this is not surprising, as Kajagoogoo are very big in Japan, apparently) and serenades him with a quick burst of 'Too shy, shy'. Hush, hush, eye to eye' Limahl gets a little over-excited in anticipation of his first gig in eight years, and asks Doug if he can spare ten Yen for a can of Sake Super.



⑥ Now Doug has the ticket, he can go and find his favourite taxi-driving friend from the first scene and smugly wave the ticket under his nose. The taxi driver loves his Sumo, and would do anything for Doug if only he'd give him the ticket.



So what's the fuss about?

It could be the gameplay. Nippon has a great plot and a secret weapon: 'Parallaction'. Sounds like a detergent, but it's just a made-up word that sounds important and dynamic. Whatever the name given to the technology, Parallaction is excellent fun. You elect to be any one of the three central characters who all play around the same gamemap. The character's attributes don't matter much because each character's adventure is a different game (different clues and some different scenarios), although their fortunes are interlinked. Each character has to help the other two finish their quest — if you play Donna, you ask Doug to break someone out of jail for you while you search for a permit that will let Doug into a monastery; if you play Doug you have to make the jail break so that you can get Donna to get you the permit. As the plot thickens and you get stuck you can always play the game as another player which might give you a different angle on how to solve the puzzles.

PC Zone mental health warning

Warning 1: the copy protection will give you a nervous tick. To choose your character and get into the game, you have to answer six multiple choice questions in the style of your character, and each answer corresponds to a Japanese alphabet character that you have to place in the correct order. This is more fiddly than a very small fiddle and some of the answers for particular characters have no logical bearing on that character's personality.

Warning 2: the manual, translated into four languages, is scant and extremely uninformative. You don't need a 400 page novel to get a 'feel' for a game but a mention of things like which key quits the game is useful, especially when it's the spacebar, which, when nudged will throw you straight out to the C: prompt without even a 'by your leave' or a 'Do you really want to quit or have you just hit the spacebar by mistake again' type of message.

Worth the fuss?

Those gripes were small, and although this isn't amazing in terms of graphics, sound and stuff it's a lot of fun to play. The artwork's clever, there's a little bit of comedy in the script and if you turn the music off, avoid the space bar and ignore the Jimmy Greavesesque grammar, you're in for pleasant playing time with three games rolled into one for a good price. **M**

POLITICALLY CORRECT ZONE

Sexism: In most RPGs, women are depicted with legs up to their elbows and breasts that would certainly drop to their kneecaps if they could escape from the skin-tight tea towel trying to pass for an item of clothing.

Nipple Saf... er Nippon Safes Inc has not been outdone in this respect with the sexy Donna Fatale being created in the tradition of RPG sexism.

Funny namism: The mention in the manual of the game being 'in no way intended to be disparaging or offensive towards the Japanese culture and people' is blunted by the reference made by one Buddhist monk character to his own name, Shinpui Sukinai, which apparently means 'He who puts his fingers in his nose'. Disparaging?

Sporanism: Judge for yourself the PCness of the aspersions cast that people from Scotland are tight with their money. As Donna is offered a measly sum in payment for an errand, she turns on the geezer with the phrase, 'Are you sure your ancestors didn't come from Scotland!' The weirdest thing about this is that when the game is played in any of the other languages — German, French or Italian — there is no mention of tight-fisted gits from their relative neighbouring countries, for instance, Bavaria, Luxembourg or Yugoslavia, but the Scottish stereotype still stands.

Now, does anyone know the one about the Englishman, Irishman and Buddhist?

WELCOME TO OUR HUMBLE RESIDENTS, MR. NUTS. MY NAME IS SHINPUI SUKINAI, WHICH MEANS "HE WHO PUTS HIS FINGERS IN HIS NOSE". FOLLOW ME, PLEASE.



PC ZONE score

Great plot, nice artwork, decent price but nothing out of the ordinary.

66

Price: £24.99 Out: Now
Published: Global Software
Telephone: 0753 686 909

PC ZONE specs

Minimum Memory: 590K

Minimum Processor: 286

Minimum Speed: 12MHz

Installation: Essential

Minimum Hard Disk: 10Mb

Minimum Graphics: EGA

Sound Cards: Sound Blaster, Sound Blaster Pro, Ad-Lib,

Controls: Mouse

(Top) Dino has an awful moment of self-doubt and confusion in The Hot Suchi.

SO MISERABLE YEN? ARE YOU SURE YOUR ANCESTORS DIDN'T COME FROM SCOTLAND?



Where in Space is Carmen Sandiego?



She can run but she can't hide. **Mark Burgess** tracks the Ma Baker of the computer world.



WAS SITTING in my office waiting for the rain to stop. I had nothing else to do. Things had been quiet since Carmen Sandiego had gone down for an eight to 12 stretch in Holloway. I'd chased her across the USA, the world, even through time. I was bushed. The jail was newly privatised so I thought that the Met rejects and piranha breeders would be able to keep her in line. I couldn't have been more wrong.

The 'phone rang. I picked up the receiver and said: 'Dennis technical support, we are ready to help you'. The voice at the other end went off in a peal of laughter. What a riot. I put the 'phone down, but it wasn't enough. I should have taken the first flight to Tau Ceti.

The Agency caught up with me in the Myddleton, an old fashioned boozer with a 60s jukebox. 'Report in, but fast', said the Chief, a Venusian version of Stella Rimington. 'Carmen's busted out'. It seems Carmen wasn't interested in learning basketwork and the guards weren't that interested in whether she stayed or not. So she had shinned over the wall using a rope ladder she'd been making in macramé class and hopped on the number 14 bus. Since then no one had seen her, though the word was out that she was putting her Villains' International League of Evil (VILE) gang together again with a group of alien thugs.

Within a week, things started to go missing. Weird stuff like the Chevron from Miranda, the lava from Io and the Shepherd moons from Saturn. All impossible to fence. It looked like Carmen was back.

Trouble is my business

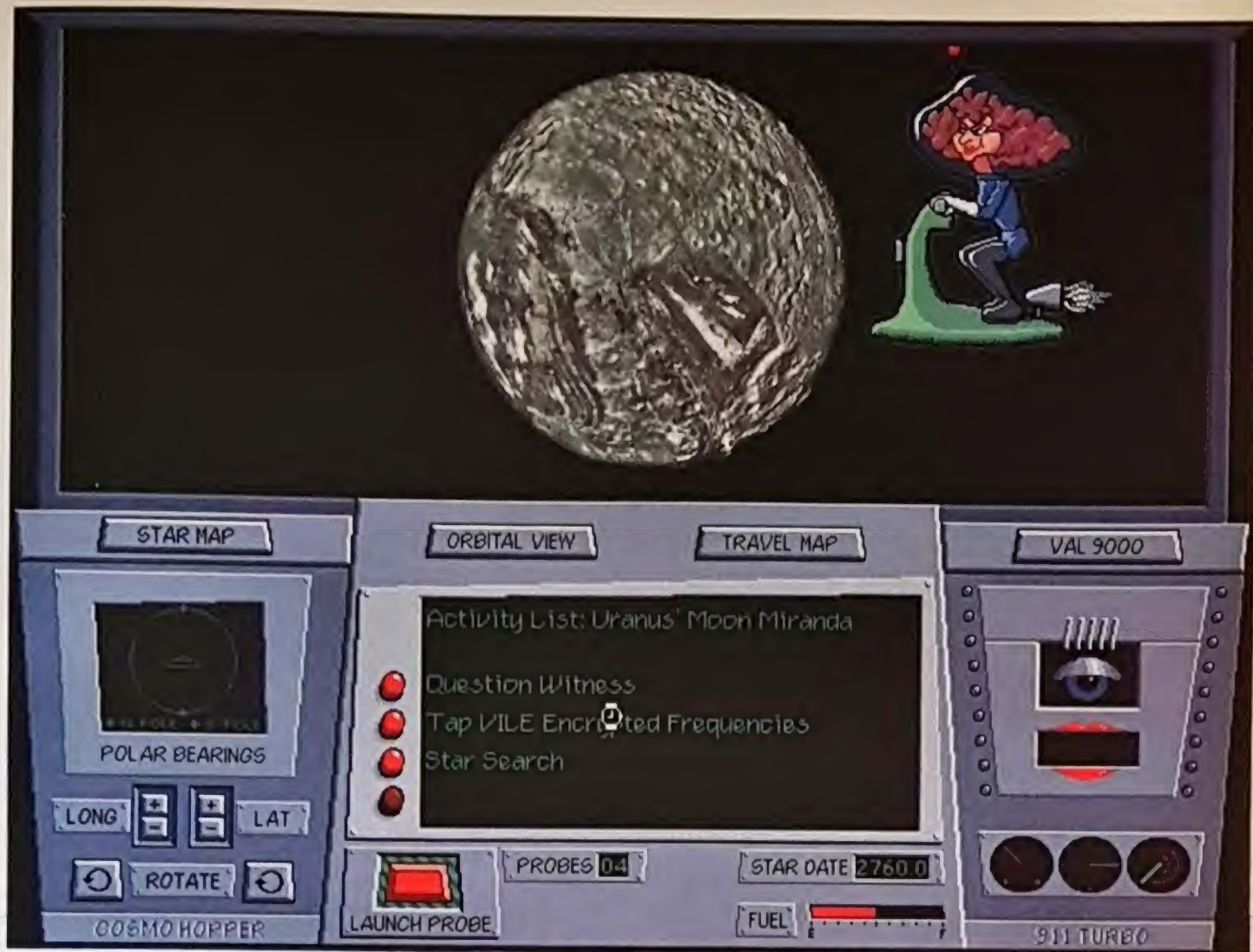
First to go were Neil Armstrong's footprints from the moon. I checked into the agency headquarters and then got into my old jalopy - a Cosmohopper 911 Turbo. The computer was a VAL 9000, good but a bit sarcastic for long voyages. You know the sort of thing: 'What do you think the "e" stands for on the fuel gauge?' If you forgot to do up your seat belt she'd tell you. In fact if you came out with odd socks she'd be just the one to let you know.

I parked on the moon and questioned the first witness, a spotty teenager waiting to go shoplifting in Smith's. 'She said something about "tomboy",' he said disinterestedly. 'I dunno'. I left him and went to a bar to buy a drink for a grass I knew 'She had to floss the space suit zipper out of her teeth he leered. I paid the bill and went back to talk to VAL.



Where In Space Is Carmen Sandiego?

REVIEW



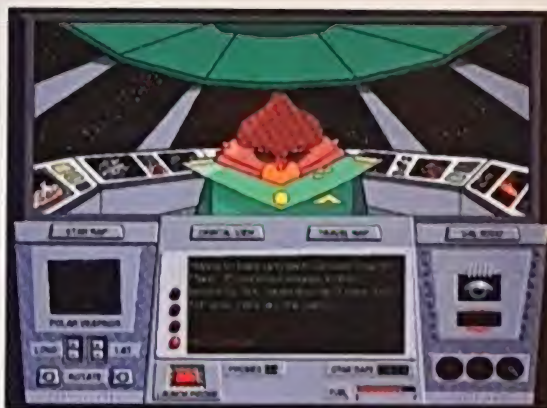
I found out that there were two females in Carmen's gang with a taste for space cadets. Marcy Bo Koo and Rita Laboudit. VAL told me there were ion trails to Mercury, Saturn, Miranda and Pluto. Any one of them could belong to the crook. What was it about a tomboy? The idea was so fragile, I nearly lost it. Wasn't there a geezer called Tombaugh? I tried saying it in an American accent. It sounded about right. Of course, Clyde Tombaugh, he used to work from the Lowell Observatory in Arizona. Discovered the ninth planet in 1930. I lit a cig and put my foot down for Pluto.

My snitch this time told me that the alien had done her PhD thesis on 'War of the Worlds'. I checked with VAL, the only female, space cadet eating alien who liked H.G. Wells was Rita. I swore out a warrant. Then I used VAL to tap the VILE frequencies. I was in luck; I heard 'Adams was adamant, but Airy was wary so they failed to see it first'. What the hell was that about? VAL was as confused as I was.

Then it clicked. John Crouch Adams calculated the probable position of the eighth planet and tried to get the Astronomer Royal, George Airy, interested. George would have none of it and Neptune was eventually found by J. Galle and H.D. Arrest in Berlin. I set off.

Poodle Springs

As I got close to Neptune a pack of robot dogs began yapping outside my motor. I knew I was close. Sure enough the witness warned me to take care and my grass told me to watch my back. 'I won't have to watch my back', I told him. 'I'm not even going to be there. Automation,' I explained, 'like video recorders. Watch this.' I pressed the button and the robot

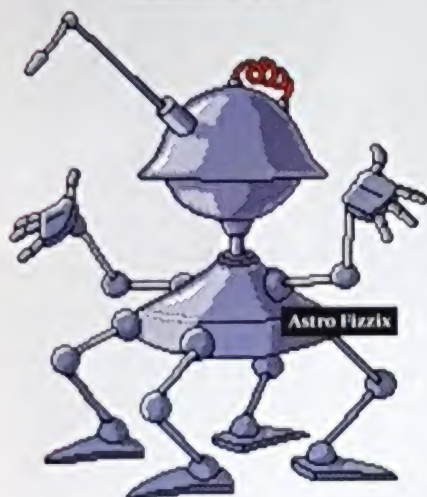
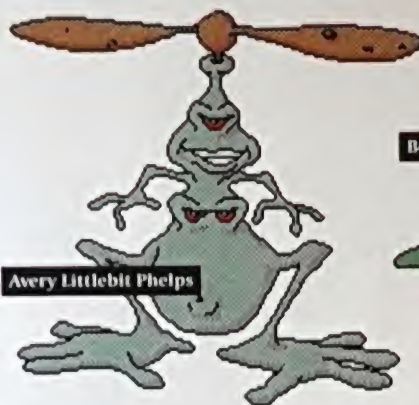


(Far left) Pumping an informant. Does he mean that moley eats toxic waste? I should cocoa. (Above) Is it? No, just one of Carmen's henchpersons. You must be close. (Left) The Chief! Do up your tie and call her ma'am (Below) VAL's pretty and efficient database.



REVIEW**Where In Space Is Carmen Sandiego?****Do Ya Wanna
Be In My Gang?**

I bet you thought our mug shots at the beginning of the review section were bad. Look at this lot. Hardened criminals from all over the solar system. Members of the public are warned not to approach them.

**Carmen Sandiego****Hanover Fist****Liebsen Bounz****Nebulus Doolittle****Enzo Di Galaxy****Morton U. Bargandfore****Astro Fizzix****Avery Littlebit Phelps****Bea Miupscott****Marcy Bo Koo****Kit Incaboodle****Infinity McMath****Rita Laboudit****IN PERSPECTIVE**

Can only really be compared with the rest of the series. It's the best of the lot.

Where In Europe Is CS?

Where In Time Is CS?

Where In Space Is CS?

Where In The USA Is CS?

Where In The World Is CS?

Where In Space Is Carmen Sandiego?

REVIEW

arresting officer went off to do the business. If someone's going to get thumped it might as well be him. He's under guarantee. The robot lifted Rita and brought her back to my crate. I got back to the nick and the Chief gave me the usual old toffee. 'Oh and by the way,' she said, 'Someone has stolen the water geysers from Saturn's moon Enceladus. It's up to you to return the stolen item and put the thief behind bars.'

The witness had overheard the suspect 'moonning over some carbonaceous chondrite'. Now, no one has to tell me that asteroids and meteors are made of the stuff. But moons? VAL delivered again. Mars' moon Deimos. I just missed him, but heard he had gone to a place where 'lead never freezes.' Ion trails went to Venus and Mercury. I took a chance on Venus. Too late again, but he'd asked a controller how many kilometres in 93 million miles. This was getting too easy. I set off for Earth.

The little sister

There were 15 members of the gang, including Carmen. I thought that once they were all in chokey I could go home. But it wasn't that simple. Those herberts at Group 4 were letting them through their fingers all the time. It was like filling a colander. I pulled Avery 'Littlebit' Phelps eight times and he just wouldn't stay nicked.

Carmen's new mob were every bit as tough as the lot she put together for the world and time capers. You couldn't tell from the job which of them was behind it. However, the brains of the outfit, Infinity McMath tended to stay out of harm's way and I only got him twice. Carmen was the toughest. She didn't get where

she is today by going around in a striped tee shirt carrying a bag marked 'swag'.

VAL had them all on file. She knew their favourite food, what they looked like, what they liked to read - even their preferred astronomer. The clues were fairly tough but VAL was always on hand to tell me where Num was or who the hell mapped Mars in 1901. After a while I got to ignore her sarky interruptions - like calling me Sherlock whenever I managed to get four from adding two and two.

The long goodbye

The longer the case wore on, the more difficult everything became. Informers got harder to find, the stray bits of conversation were more illusive. I had to think faster and travel farther. Knowledge of astronomy was a help and, astronomers being what they were, so were the bits of classical mythology I got off cigarette cards in my misspent youth. 'The daughter of Oceanus and Tethys', I overheard one of the gangsters say. 'I like a goddess who stays close to her mother'. They didn't fool me. I knew the story of Dione and I knew one of Saturn's moons is named after her.

I had another bit of help. There are lots of eavesdroppers out there - retired bank managers and the like - and by scanning the frequencies I could call up some sad HAM in the constellation of Orion. If he'd heard anything, he'd pass it on, usually in a sort of cryptic clue. There were times I needed all the help I could get. The Agency imposes tough deadlines. You can't hang about looking at the scenery, good as it is.

It was a long slog. The Agency gave me a few promotions - all the way up to Sun Admiral. They just seemed to make everything harder - and the pay stayed the same.

Finally I did it. Carmen was in jail. Again. I wrote out my expenses and opened the office bottle. After an hour I noticed it had started to rain again. ☔

Now we know why you review computer games instead of writing crime fiction. Review the game.

The Carmen Sandiego series is a set of adventure games. In each you must question witnesses and informants. Their answers give you clues as to the identity and whereabouts of the suspect. It is the clues to the whereabouts that are the educational feature. After the game you should have increased your knowledge of geography, history or - in this case - astronomy.

All the games in the series come with a reference work which will save you from spending too much time with the database. *Where In Space...* comes with the *Peterson First Guide to Astronomy*, not actually all that useful. *Where in the USA...* came with the Fodor's guide, *Where in the World...* came with the World Almanac and *Where in Time...* had the New American Desk Encyclopaedia.

All the games have a slight sense of humour and, unusually for US software, keep the right side of twee. Also unusual for American software is that *Where in Time...* and *Where in Europe...* acknowledged that there is a world outside Cow, New Hampshire. (I can hear Americans gasping in disbelief.) Of course this was rather forced on Broderbund because America hasn't exactly got eons of history and... er... it isn't in Europe either.

PC ZONE
score

Educational, fun and highly recommended.

85

Price: £39.95 Out: June
Published: Electronic Arts
Telephone: 0753 549442

PC ZONE
specs

Minimum Memory: 640K

Minimum Processor: 386

Minimum Speed: 16MHz

Installation: Essential

Minimum Hard Disk: 8Mb

Minimum Graphics: VGA

Sound Cards: All major cards accepted: Ad-Lib, Sound Blaster, Roland, Audio Spectrum, Disney, etc. - plus general MIDI

Controls: Keyboard, Mouse (Mouse recommended)

Comments: DOS 3.1 or higher



(Above) Serving a warrant on Halley's Comet.

This month Transend has even more reviews and a FREEPOST address on the order form to make it even easier to try out our programs before you buy them.

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You may then use the full working versions for a period of up to 90 days to evaluate them, if you find they are suited to your needs then we can supply the full registered version which includes a printed manual. If you find it is not quite what you were looking for then all you

need to do is wipe the disk or pass it on to a friend. Remember that the reviews shown here are only a small selection of the full range offered by Transend so don't forget to ask for the latest catalogue which is free with orders over ten pounds.

Now read on and you will see that there is a Shareware program for every application which will save you pounds against any comparable commercial version and you can Try-Before-You-Buy which takes out the risk of purchasing software.



Code 12220, Baron Baldric's Adventures

Shareware Reviews

SHOW'N SPELL

Order Code: 12210 Total Disks: 1

This little program will pop up a series of pictures and objects on the screen and the user has to spell them. Ideal for children learning to read or indeed anybody with spelling difficulties. You can configure the program to give hints or show the number of letters in the word and also the difficulty level. Requires Hard Disc & EGA.

QUIK MENU III

Order Code: 10860 Total Disks: 1

Here is An alternative to Windows that lets you run DOS based programs quickly and with an excellent graphical interface that will make you wish you could run your Windows Application through it . . . Well you will be pleased to know that you can do just that! At the touch of a button (or click of a mouse) you can launch into windows and run all your favourite applications. The facilities of this program are endless, you can set up your computer exactly as you want it and it will work on the network. You can customise icons and 3D buttons, Copy, Rename, Delete and Move files or file groups. You can have multiple menu levels with hyper text style links, password protection, timer and activity log, telephone dialer, pop up calculator, text editor,

wallpaper, screen saver, macros . . . etc . . . etc. The best thing about this program though is that, unlike other Dos Shell programs, Quik Menu III is NOT memory resident so all your programs will run through it. It has had rave reviews all over America and is definitely not to be missed. It is written by the same authors as the new leading DTP program 'NEOPAINT'. Requires Hard Disc.



Code 10860, QUIK MENU III

SCREEN THIEF

Order Code: 12090 Total Disks: 1

If you ever need to capture a text or graphics screen, whether for importing into a Desk Top Publishing system, to accompany an article or for incorporating into a slide-show demonstration, Screen Thief should be able to get it for you quickly and save it in either PCX, GIF, TIFF or BMP format. The author claims it

will grab screens no other capture program can. Apparently it can even capture screens from games which use techniques such as split screens and pixel panning! This program requires a VGA adapter, DOS 3.1 and an AT/286 class machine. We are now using Screen Thief to capture all the screens you see in our magazine advertising. Requires VGA.

ENVISION PUBLISHER

Order Code: 10470 Total Disks: 2

Envision Publisher is a full-featured desktop publishing program with advanced WYSIWYG (What You See Is What You Get) page layout and composition features that let you design documents in an interactive visual environment. Text can be scaled from 4 points to 108 points without loss of quality and can be rotated, bolded, kerned or filled with any pattern. It includes a powerful set of object drawing tools including PCX import and scaling. It also has full clip board capability. This program is the best of its kind on the market for page making facilities, it is far better than a number of 'Commercial' page-making programs that are popular with users who only have a dot-matrix printer. It will print to laser or dot matrix and with a better quality than our 350.00 pound package does. If you order this program along with NEOPAINT,

HARDWARE JULY - TRANSEND SHAREWARE

our professional paint package (Code: 10460) you would have all your DTP problems solved for less than 100.00 for the registered versions. Requires Hard Disc.



Code 10470, ENVISION PUBLISHER

SMART ART 3

Order Code: 11970 Total Disks: 1

An impressive collection of over 130 clip art images in PCX format, covering such diverse subjects as jokey cartoons, animals, action figures, household goods, computer items and even a door bolt! This is the third sampler in the series, promoting the full Smart Art collection of 1,800 images. All original material and well worth importing into your DTP package.

HOLIDAY ART

Order Code: 11980 Total Disks: 1

This collection of 51 PCX format clip art images is just the job for your holiday publishing needs. Primarily designed for Christian religious occasions, and mostly for Christmas, the pictures include festive borders, an easter bunny, Mary with Child, elves, doves, snow, Jesus, stars, presents and tags plus, naturally, a host of jolly Santas. Some images are quite large so they look good when reduced on the printed page.

NEOPAIN

Order Code: 10460 Total Disks: 2

At Last! A shareware paint package that will take care of all your professional needs. It is so good that we now use it for all our drawing and image manipulation for the artwork you see in this section of the magazine. It has a colour stamp facility that allows you to create your own images to be copied onto an existing screen without wiping out the background. It has more facilities than the package we used to use and costs a fraction of the price. It includes all the standard tools, of which most of them work in Zoom mode. It can invert, flip, rotate, scale, stretch, smudge and anything else you might want it to do. It includes PCX and GIF in its file formats, works with Hercules and above in 2, 16 or 256 colours and can print to

laser or dot matrix. You can convert colour images to 256 grey scales and work with multiple images but best of all, it doesn't need Windows to run which means it is easy to install and use. This is the best package to become available on Shareware in a long time. There are already loads more Fonts available with more becoming available every week. Uses every mode EXCEPT CGA. Requires Hard Disc.



Code 10460, NEOPAINT

BARON BALDRIC

Order Code: 1222 Total Disks: 1

This brilliant graphical adventure from a new team, Animation FX in Australia, is sure to be a winner. As Baron Baldric you go in search of family treasures that have been hidden in Castle Pedabouche by the evil Lazarus. You must find all the hidden passageways while avoiding Lazarus and other life taking characters. The amusing little touches add to the game play as do the excellent sound effects. As the game progresses the lights will begin to dim and you must collect enough flints to relight them each time, and as he reaches up to light the lamps you will see how the animation of the character adds to the whole character of Baron Baldric. As the Baron is no spring chicken he needs his staff to get about and for numerous tasks throughout the game. Everybody will enjoy the Baron's adventures and I for one will be looking forward to playing the extra levels in the registered version when it arrives. Requires VGA



Code 12220, BARON BALDRIC

BATTLE IN A DISTANT DESERT

Order Code: 12060 Total Disks: 1

For the battle hungry among us, this

well-crafted Windows game takes you back just a few years to the deserts of Kuwait and Iraq to refight a part of the Gulf War. Backed up by two Apache Assault Helicopters, your orders are to secure and hold Iraqi positions until reinforcements arrive. This is not a fast action arcade-style game, but one of tactics and skill played over 50 extended length player turns. Although the program will run on less, 4MB of memory is a recommended for best effect. Requires Hard Disc & VGA.

BIPBOP II

Order Code: 12020 Total Disks: 1

If you thought you'd already seen the ultimate in Breakout style games, think again. BipBop has to be the smoothest, most exciting and most infuriatingly difficult Breakout game yet released. The 256-colour VGA graphics are a credit to the author with mind boggling backgrounds and ray-traced images throughout, plus the game play is superb - it's not just a case of smashing down bricks as there's a good deal more to it than that. Although a mouse isn't essential, BipBop II plays best with one. Requires VGA.



Code 12020, BIPBOP II

BLOCK BEAKER

Order Code: 12180 Total Disks: 1

This Windows program is a good variation of the old game Breakout! The difference being in the way you can configure it. You can change the game speed and best of all you can choose different patterns to play. I played one level which has a maze in which you must place the ball, difficult but very addictive.

DOMINATION

Order Code: 12080 Total Disks: 1

This is a totally unique strategy board game which needs skill, determination and just a dash of good luck. It uses the 256-colour mode of the VGA adaptor to the absolute full, with animated palettes and an 8-level scrolling parallax backdrop! Using a squared grid, you place counters in turn with up to three other players or the computer. Each square has a 'critical mass' of counters, at which point that square explodes and deposits counters on

adjacent squares. If one lands on an opponent's square, this changes to your team colour. Explosions may cause a chain reaction of further counter explosions, possibly changing the face of the playing area totally in your favour. A brilliant game, superb graphics and difficult to master. Requires VGA.



Code 12080, DOMINATION

MINEFIELD

Order Code: 14050 Total Disks: 1
Some may have already played (and got hooked on) the Minefield game supplied with Windows 3.1. This game is the equivalent program for playing under DOS. Not only do you not need Windows - you don't even require a graphics card as it works purely within text mode. The game has various skill levels and board sizes, and it's your job to clear the area by locating and marking all the mines. Your only clues are the numbered squares which indicate how many adjoining squares contain mines. A real brain teaser this, and it's easy to lose track of time while playing just one more game!

MONSTER BASH

Order Code: 11950 Total Disks: 2
It didn't take long before I was hooked on this tasty new Apogee game. Many of the program's qualities - graphics, sound and gameplay - reminded me of an earlier Apogee favourite, Duke Nukem. Another platform game, you play the part of youngster Johnny Dash out to avenge the dog-napping of his faithful mutt. The evil Count Chuck is stealing cats and dogs for some wicked purpose and turning them into hideous monsters. Johnny must enter the Under World through his bedroom closet, armed only with a catapult and an endless supply of ammo. All the usual features are here: running, jumping, crawling and shooting. On each level you must release the pets from their cages, kill the mutants and avoid the traps. Watch out for the zombies! Even if you kill them their heads continue to roll around just adding to the obstacles. Yet another excellent game from the Apogee stable with the same quality and attention to detail shown in their previous games. I can

guarantee you will spend hours playing this one. Requires Hard Disc & EGA.

MONSTER BRIDGE

Order Code: 12150 Total Disks: 1
I didn't think I was going to enjoy playing Monster Bridge, with it being based on the Bridge card game but with a few gruesome twists. I always thought Bridge was a bit of a high-brow game and of no interest to the likes of me. How wrong can I be! I can best describe it as Whist, but you declare how many tricks you will make to win the hand and it's really good fun to play. The graphics are excellent and all the popular PC graphics cards are supported, even the really high-resolution modes of most common SVGA adapters. This is well worth looking at!



Code 12150, MONSTER BRIDGE

STELLAR DEFENSE

Order Code: 12130 Total Disks: 2
You are a Lagarian Star Fighter in a desperate struggle to save your galaxy from the relentless onslaught of the Yarian invaders. Does this sound familiar? Actually, Stellar Defense is a brilliant implementation of the old arcade classic, Asteroids, but with plenty more surprises in store. All the old features are here - blasting rocks, thrusting and hyperspace jumps - but now you must contend with an assortment of alien spacecraft. This is great fun, especially if you have a sound card and joystick. Requires VGA.



Code 12130, STELLAR DEFENSE

WORLD CUP CRICKET

Order Code: 12040 Total Disks: 1
World Cup Cricket will allow you to experience the thrills and spills of International one-day cricket, all

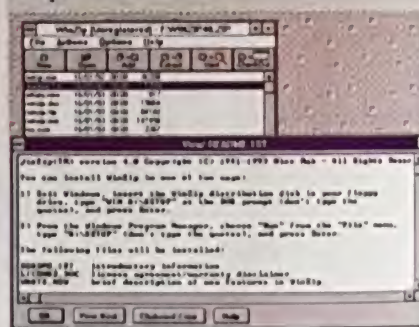
from the comfort of your PC. The aim is to first qualify through the one-day tournaments and then the best eight teams fight it out in the World Cup. Features include simple but sufficient EGA graphics, edited highlights, a database of 113 players and nine teams, appeals, career averages and much more. Prove you're better than the England team selectors and win through to the end! Requires EGA.



Code 12040, WORLD CUP CRICKET

WINZIP

Order Code: 14000 Total Disks: 1
If you handle compressed archive files regularly and prefer to work under Windows, WinZip may be the answer to all your problems. This archive shell uses a deceptively simple menu and button interface for viewing, creating and extracting files from archives. Primarily designed for use with the ZIP format, it also handles LHZ, ARC and ARJ files with the same speed and dexterity. A well-acclaimed program this, and certainly worth further investigation. Requires Hard Disc.



Code 14000, WINZIP

GTOOLBOX

Order Code: 14060 Total Disks: 1
This is a comprehensive and extremely useful collection of 29 macros and 35 additional commands for use with Word For Windows version 2.0. It comes complete with a full help file describing the macros and commands, plus all are un-encrypted so you can examine, add to or change the macros to suit your own requirements. They also serve as a good example for those learning to program under Word For Windows. Macros supplied include Choose Directory, PrintRange, MakeBook, StackWindows and many more.

Code 14080, BIG TEXT

Code 14090, DINGER

Code 14100, WOPR

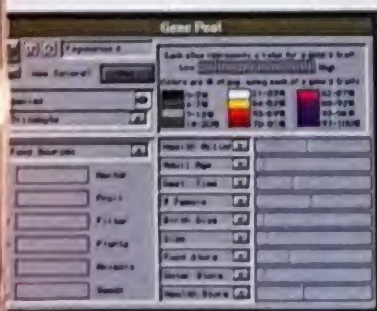
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SimLife

FOR WINDOWS

Mark Burgess tries to make an elephant fly with Maxis' genetic toolbox.

(Top right) Play Frankenstein in the animal lab.
(Below) Alter the genome of any animal to produce mutant beasts.
(Bottom) Battle of the Sexes - the female population levels off in a classic ESS.



COMPUTERS HAVE always fuelled power fantasies. Not only with the arcana of programming, but also with the appeal of games to shameless megalomania. There are games that let you control fleets, armies, airforces - whole countries or continents.

They put you in control of the destiny of millions. In *SimEarth* you played God - a role with which many gamers felt perfectly at ease - and created planets, visited them with disasters, or nurtured them before destroying them on a mere whim.

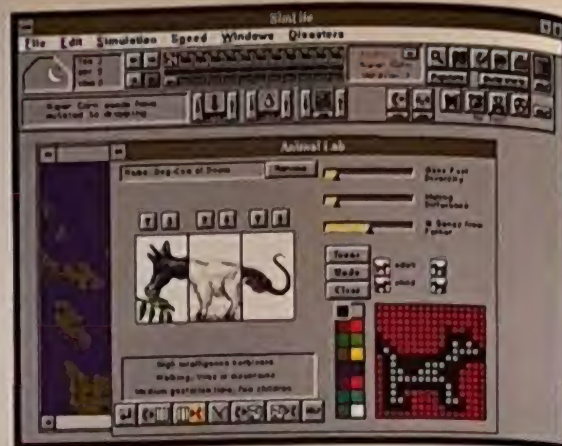
At a time when genetic research is causing alarm, Maxis allows anyone to have a go at creating his or her own transgenic organisms. Now, *SimEarth* was based on the Gaia hypothesis of James Lovelock, which has not gained widespread acceptance. Some of its attitudes have trickled down, mainly to non-scientists, as a kind of polytheism. When doing a simulation of evolution - which is what they say *SimLife* is - Maxis turned to the theories of Richard Dawkins, probably the most important Darwinist of this century.

There is a problem. First, genetics is an exact science and evolution is as close to proven fact as any scientific theory. Second, Dawkins is no mean programmer himself and wrote a suite of programs for *The Blind Watchmaker* which was later released for the Macintosh, whatever that is. There is also a shareware program (see *Off the Boards*, this issue) that models his theories.

Pick a planet

If you've played any of the Maxis simulations before, you will know what to expect in the way of a front end. Scores of windows and tiny icons. The icons in *SimLife* are the smallest I have ever seen; the plant and animal ones are unrecognisable. In the 'events' window (called the edit window) the organism icons skip about like the characters in *Jewel Thief*.

The opening menu gives the choice of seven existing set ups or loading a custom one. The seven are:



Desert to Forest; create deep soil and plant pioneer species.
Battle of the Sexes; claims to be true evolution modelling - why is the male:female ratio roughly 50:50? What if it wasn't?
Feast or Famine; a surge in plant numbers leads to an increase in the animals that feed on them. What happens when the cabbages run out?

Carnivoria; juggling the food chain of herbivores is tough, but doing the same for flesh eaters is a real challenge.

Terrible Lizards; the one everyone will turn to first.

March of the Mutants; genetically random species - which will survive? Can you influence things?

The seventh is Experimental Mode, where you make your own world and populate it with whatever you like. Don't get too ambitious; the bigger the world the slower the game. Even on a fast machine, like a 486DX 33MHZ, a large world will take up to 30 minutes a tick (update).

'...alter the habits of an animal or plant and then "fine tune" its genes.'

The gene genie

Once into a new world you can start meddling. From the plant and animal micro-icons, choose the species you want. In the dinosaur scenario you can add a peccary hog (mammal) but not an insect like the fruit beetle. Not much authenticity there. You can add poppies but not a cactus. You can edit organisms to get what you want. In the two labs, a simple system allows you to alter the habits of an animal or plant and then 'fine tune' its genes. Once the genes are altered to your taste, you can transmit them to the rest of the population.

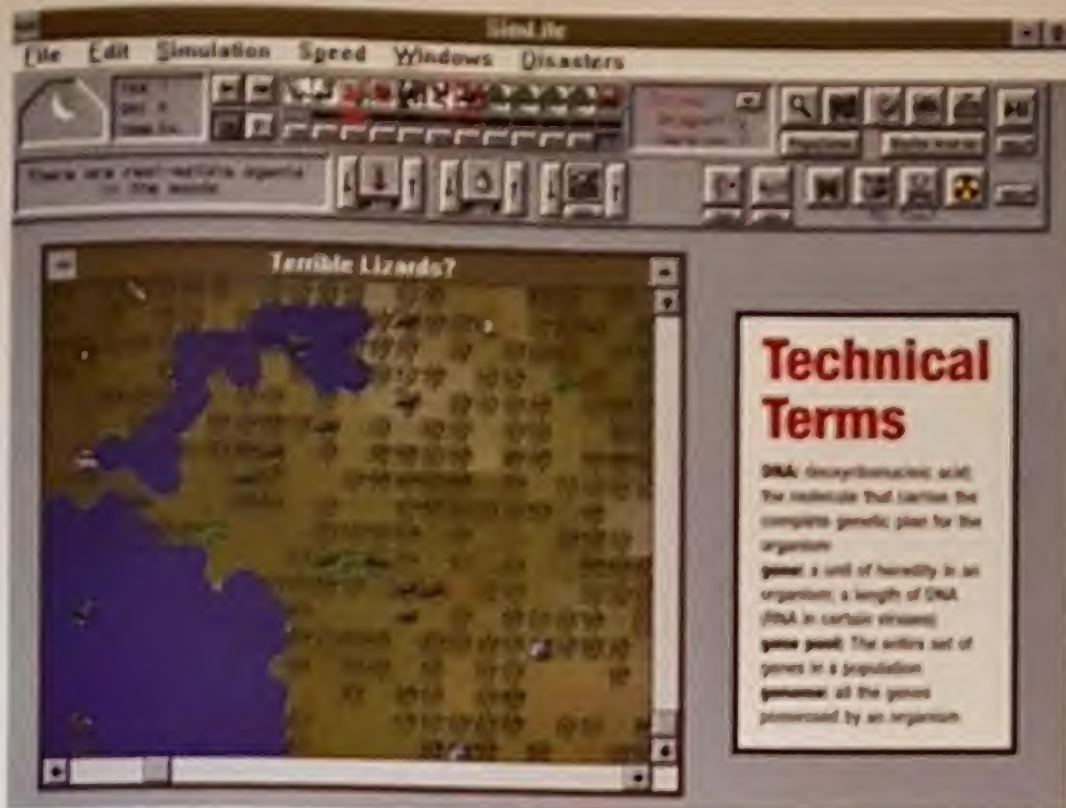
There are further levels in which you can define the prototypes of a species and get down to some serious tinkering. This part of the program deserved to be expanded or at least made more accessible.

Wall street and office slaves

The last option from the opening menu is to load a previous scenario. Six were provided in my version (there are supposed to be seven). One models salmon reproduction with predator. The other five use the game's engine to model non-biological phenomena, such as economic theory and capitalism. Whether these are more accurate than the biological scenarios can be judged from the business simulation: 'The main workers are the Square Pegs, who chase the Round Wholes [sic], and Marketers, who chase Customers. Money Trees, with golden flowers are the main food source for the workers. The Water Bottles are where the workers congregate and drink'.

In *SimOffice* 'the employees are herbivores and consume to work... to stay employed'. Hilarious.





Technical Terms

DNA: deoxyribonucleic acid. The molecule that carries the complete genetic plan for the organism.

gene: a unit of heredity in an organism; a length of DNA (DNA in certain viruses).

gene pool: The entire set of genes in a population.

genome: all the genes possessed by an organism.

PCZONE specs

Minimum Memory: 4Mb free RAM
Minimum Processor: 386
Minimum Speed: 25MHz
Installation: Essential
Minimum Hard Disk: 5Mb
Minimum Graphics: VGA
Sound Cards: Ad-Lib, Sound Blaster & Roland MT-32
Controls: Keyboard, Mouse
Comments: Needs Windows 3.0 or above. Does not support disk compression. Saved games can reach lengths of 11Mb.

PCZONE score

If you liked
 SimEarth... Fun, but
 not lasting fun.

69

Price: £15.95 (Suggested Retail)
 Publisher: Virgin Games
 Telephone: 011 207 2215



Evolution or pick and mix?

The program assumes a mantle of scientific learning, but the knowledge of genetics is crudely implemented. There are silly mistakes which cannot be traced to the problem of combining rigorous science with gameplay. One of the 'serious' scenarios, Battle of the Beasts is described as a model of tax which the program reduces to the Evolutionary Stable Strategy, a theory it attributes to Dawkins. Evolutionarily Stable Strategy is what it is called and it was suggested by Maynard Smith in his 1974 paper, The theory of games and the evolution of animal conflicts (Journal of Theoretical Biology 47, 359-371). If Maxis had read a paragraph of this, they would have realised that Battle of the Beasts doesn't emulate a strategy that succeeds in a population which follows the same strategy.

I wouldn't mention this, if Maxis didn't utter those crazy boasts in the first place. This isn't a serious evolution emulator. I was outraged when, trying to nurture the dinosaurs, estate agents appeared. Oh, too late: 56 years' gone for nothing. This pathetic sense of humour mars much of the rest of the product, which comes across as a missed opportunity, neither flesh nor fowl. **N**



Large legend table after the main simulation and screen.
 Includes left-hand on-disc help.
 Includes right-hand on-disc help.
 Includes right-hand on-disc help.
 Includes right-hand on-disc help.





Legendary American football coach Tom Landry has officially endorsed an American football sim. **Wayne Legg** dons his pads, adopts a three-point stance and prepares to tackle it head-on...

T

LSF BEGINS WITH some impressive opening digitised screens complete with bone-crunching sound effects. That's about as dramatic as it gets. When the action stops it's strategy all the

way. First off, the main menu automatically appears which allows for a wide range of player choices. In a nutshell, you can either take part in a whole football season – in an NFL or NFC league of your choice – play a one-off game or call up and edit various scenarios so that you can practice the weaker areas of your game.

Here you can also adjust about 20 other different factors that may effect the game, ranging from player fatigue levels to modern or old style timing rules. Once these variables are selected the game proper begins.

Hut! Hut! Hut!

Depending on whether the toss is won or not, you are next presented with either the offensive or defensive screen.

Both menus contain all the factual information about the game at the top of the screen – including the score, time, quarter down and yardage to go – while the centre contains details of the formations available to you, the plays you can use and the players eligible to play them.

It also contains a diagram, in the style of a call-board, detailing how your team will shape up. It is

here that you are obliged to select your tactical offence/defence plays by using the 'point and click' menu system which enhances the speed of the game-play and contributes greatly to the atmosphere of pressure, especially when the real-time clock is running.

First down!

Once all your selections have been made – and there are thousands of offensive and defensive formations available to you – the game shifts to an animated screen where your team dutifully implements your decisions.

This is where the heart of the game lies, as you sit back and watch your team carry out your orders. Just like a real manager – once you've made the decisions matters are out of your hands, it's all down to the lads on the field, all you can do is watch and weep. The graphics here are quite impressive and the colours used are bright, eye-catching and clear although the animation is slightly jerky and not as fluid as it might be.

That said, the gameplay screen does contain a lot of real-life detail. For example, you actually see a linebacker rough the passer and move before the ball is snapped or try to swap his Joe Di Maggio bubblegum card for the opposing tight end's Babe Ruth. (You made that up, Ed)

End game

Being a strategy orientated game, TSLF caters for players who have considerable knowledge of American football. It's high on strategy and low on action. If your idea of American football is taking control of the runningback just as they receive the ball from the quarterback, putting your head down and making a run for the touchline then you're going to be more than a little disappointed here.

Tom Landry Strategic Football

IN PERSPECTIVE

John Elways' Quarterback

John Madden Football


Joe Montana Football



(Left) The offence screen, as I'm 46-10 up I decide to become really offensive and try for a 'Hail Mary' pass just to rub the opposition's nose in it.

Tom Landry Strategic Football REVIEW

Tom Landry is a game for people who get a stitch walking to the fridge (understandable in my case since the fridge is in the attic) and adrenalin rushes watching the paint dry. Results are influenced by substitutions, injuries, penalties, home-town advantage, scouting reports and your ability to make the best use of masses of game statistics. If you use the 'Ask Landry' option, Tom will give you a wealth of advice on a play-by-play basis, but only wimps use advice options.

The lack of any actual hands-on game-play is going to deter a lot of people. However if strategy is your middle name, or your prepared to put some work in then this could be worth checking out. Despite the lack of action the game does manage to conjure up a fairly strong sense of atmosphere and tension (especially with the Modem-to-Modem gameplay option available) and would recommend it to anyone who knows the basic rules of and enjoys American football. 



PC ZONE specs

Minimum Memory: 640K

Minimum Processor: 286

Minimum Speed: 12MHz

Installation: Essential

Minimum Hard Disk: 4Mb

Minimum Graphics: VGA

Sound Cards: Ad-Lib, Sound Blaster, Roland MT-32.

Controls: Keyboard, Mouse

Comments: Microsoft Mouse and driver and DOS 3.3 or higher (5.0 is recommended)

PC ZONE score

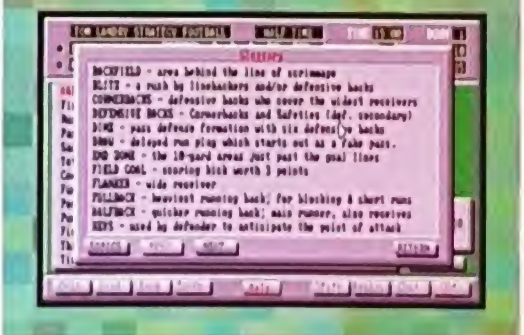
A very good strategic American football sim that could do with more player involvement.

75

Price: £44.99 **Out:** Now

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(Top left) You like stats - you've got them! In TLSF there are stats available for every event you can think of and more!

(Middle left) If you are not sure about the rules, terms or certain plays, the extensive help menu is there to assist you at all times. (Main picture) A classic play from the PC Zone book of tactics, the near legendary Headless Chicken.

(Left) There's even an idiot-proof glossary for the uninitiated.

(Far left) The Tony Adams School of Celebration demonstrate The Arm Break.

COMPETITION



Stick It Out



WIN 10 GRAVIS ANALOG PRO JOYSTICKS



IF FLIGHT sims are your fare then this has got to be the joystick for you. Much used in the PC Zone office for games like X-Wing and Strike Commander, the Gravis Analog Pro has four function buttons (three of which are programmable) as well as the trigger. It's

tough enough for all that mid-dogfight wrenching around and accurate enough for those tricky manoeuvres between the World Trade Centre. For the real joystick perfectionist there are eight handle tension settings so you'll no longer be able to use the old 'Well I wouldn't have crashed if the joystick hadn't been so tight/slack' excuse.

The joystick comes with Gravis Utilities for joystick calibration and a free game (*Commander Keen*). Most important of all, in the great tradition of Italian goalkeepers, the Gravis Analog Pro sports a trendy black look that'll terrify most of your opponents out of the air before a shot is fired.

Gripped?

By now you should be slaving at the mouth to get your hands on one of these truly ninja joysticks (if not then bang goes our promising careers in marketing). So what do you do? Well it's answer the questions time - Surprise! Surprise! As Cilla would say.

Once you've tormented yourself something rotten with the questions, simply fill in the form and send the whole lot winging its way to:

Stick It Out, PC Zone, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

- ① Which of the following is not a type of game controller?
 - a) mouse
 - b) french horn
 - c) joystick
- ② Which of these would you expect to find in a cockpit?
 - a) horse brass
 - b) yolk
 - c) helm
- ③ What must you do to a joystick before commencing a game?
 - a) Calibrate it.
 - b) Decorate it.
 - c) Take it out to the heath at midnight, dowse it in rat's blood and sing the first two verses of Summer Holiday.
- ④ Have you ever made a childish joke, based on a joystick's phallic shape?
 - a) Never.
 - b) Once but I was very young.
 - c) Corr...artf...snigger, snigger.
 - d) I don't know what you're talking about.

STICK IT OUT

Answers: 1 ☐ 2 ☐ 3 ☐ 4 ☐

NAME

ADDRESS

POSTCODE

TELEPHONE

Rules

1. The competition is not open to employees of Dennis Publishing or Gravis Computer Technology Ltd.
2. Entries received after 30 June will be in for a lot of stick.
3. The Eds decision is final and he sticks to his guns.

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Main screen

A screen with delusions of grandeur, the self-declared 'Main' Screen is only really used to read incoming messages. It does offer a brief summary of your situation, but the governor screen does this much better. This probably explains this screen's obvious insecurity and lack of self-esteem.

OVERLORDING MADE EASY

Maelstrom is controlled via eight main screens, with a few sub-screens thrown in, presumably to show that the programmers are not in any way biased against sub-screens and recognise their right to exist as a valid addition to any control system. It's this kind of open-minded programming that... (Look, you idiot, shut up and get on with it. Ed.) Yes, well, as I was saying, all the screens have a message bar along the bottom which displays er... messages, and a row of a buttons just above it which are used to switch screens. If something requires your attention the button for the relevant screen lights up.

'So Maelstrom's a science fiction strategy game then?' said Paul.

'Yep,' replied Laurence, stifling a yawn.

Paul's eyes began to glaze over. 'There's only one thing for it,' he said sleepily, 'Give it to **Andy Butcher**.'



Vid screen

The Televideo ('Vid' to its friends) Screen is used to contact all the main characters in the game, including the heads of your departments. It also allows you to read their personal files gathered by your ever-vigilant intelligence network. As the game progresses new people will be added to the list, and the files may change to include any nasty secrets discovered by your spies.

STARTING A NEW job is always a bit stressful. Especially when the job involves being responsible for a whole planet. A peaceful little planet, with no real experience of the nastier sides of galactic politics, that just happens to be under threat from the Syndicate, the most powerful empire in existence. And that's exactly your situation at the start of Maelstrom. Oh well, at least the pay's good.

Earning your keep

The aim of Maelstrom is to guide the planet Harmony through the upcoming conflict and defeat the Syndicate, bringing peace and prosperity to the whole of known space. You hero you.

To this end Maelstrom puts you in complete command of the planet's resources. These are broken down into five areas - government, military, secret intelligence, research and mining - each of which is vital to the completion of the game. (See 'Overlording Made Easy'.)

Decisions, decisions...

Maelstrom is a hard game to review. (Stop whinging, Ed.) No, what I mean is

I can't really decide whether or not to recommend it or slag it off. So I'm going to do both, and then let you decide whether the good points outweigh the bad. (Cop out. Ed.)

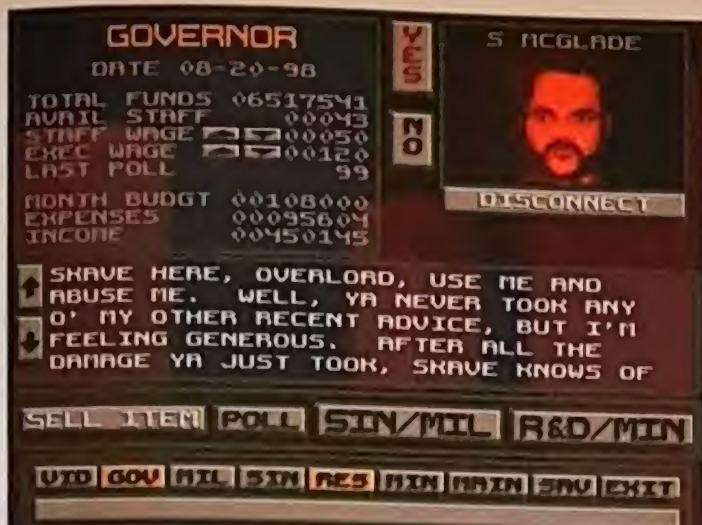
If I had to slag it off

Maelstrom suffers from two major problems. Firstly, a game of this scope and size really needs to be simple and easy to use. Maelstrom isn't. Secondly, a game of this complexity need to have clear and easy to understand instructions. Maelstrom hasn't.

The various screens are laid out well enough, and getting from one to another is easily achieved. It's the individual controls on each screen that are the problem. For example, I'd played through two years of game time before I realised that although all my ships had officers, none of them had any general crew. The game didn't tell me - it let me launch the ships on missions and everything. Maybe not having any crew makes no difference. But then why can you assign them crew? And why do different types of ship require different numbers? On the Mining Screen you aren't allowed to survey over mountains, but the game's definition of a mountain seems to bear little resemblance to the satellite view where you choose your sites. Why not just have the cursor change colour when over terrain that you can't mine? And the Battle Screen is just a nightmare.

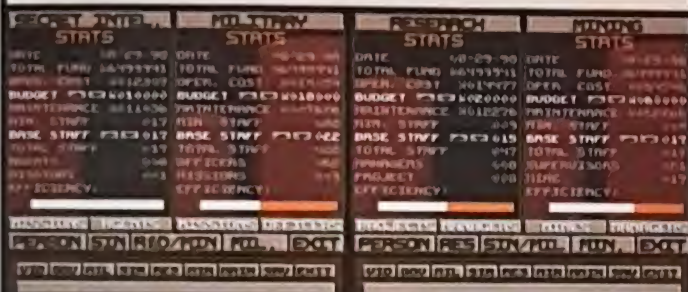
The manual is just as poor. It's very unclear in parts and has no examples. A couple of things are

Maelstrom



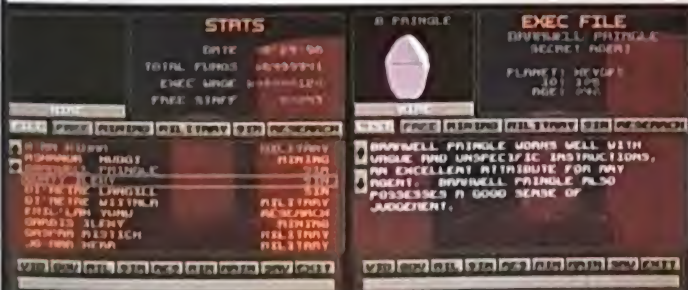
Governor screen

A multi-talented screen, the Governor Screen is used for a number of things. Firstly it offers a brief summary of your situation, and allows you to adjust the wages of both your general workers and executives. This is also the screen to come to if you fancy flogging some technology for some quick dosh, and for dealing with requests from various people. Those Overlords who worry about public opinion (nonces) can instigate a poll, which takes two weeks to complete. Finally it allows access to the Department Summary sub-screens...



Department summaries

These two sub-screens display various information about the four other departments (Secret Intelligence, Military, Research and Mining). Budgets, staff and efficiency can be seen for all, as well as more specific information, such as a list of current military missions or research projects. It also gives access to the Personnel sub-screen...



Personnel screen

Accessible from either the Department Summaries or the main department screens, the Personnel Screen lists people currently applying for jobs as executives in your departments (i.e. military officers, secret agents, research scientists or mining foremen), allowing you to read their files and decide which ones to hire. You can also access the files of all the executives currently in your employ, and fire any of them you decide to dislike.



Military screen

The Military Screen is a screen of many skills. From here you can view lists of the officers currently in your employ, the ships currently in your possession, the missions you are running and the planets in the game. You can also assign crew and officers to ships and assign missions. As if this wasn't enough, you can access the sector map, Buy, Battle and Personnel sub-screens...

Sector map

A fully three dimensional map of the area of space around Harmony, the sector map can be rotated and zoomed for the best view. You can also see the positions of your various fleets and any SIN agents on missions, and look up data on the worlds on the map.



Buy screen

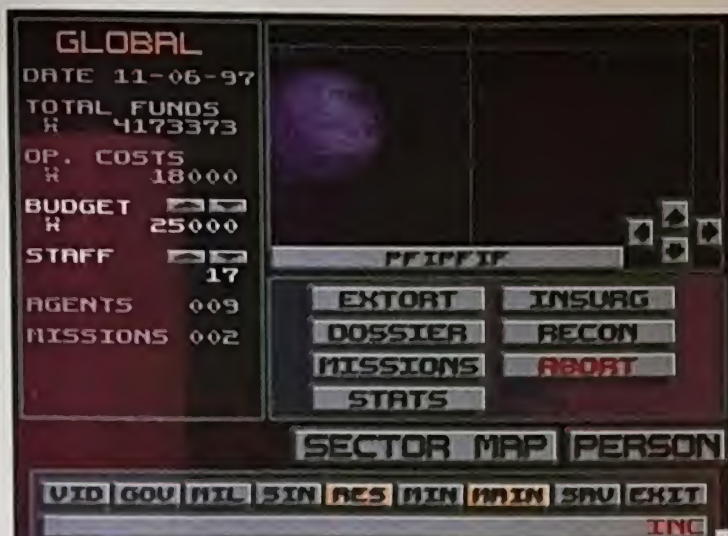
This is where you purchase, sell and repair ships. You decide on the basic hull type, and then on the weapons, defences and computers you wish to install, thus allowing for a great variety of ships, with different strengths and weaknesses.



Battle screen

Here you view your glorious victories. Or not. Your ships will fight on their own, but if you want you can move ships about and give them targets, as well as setting their level of suicidal aggression and running away if things don't go quite as well as you'd hoped.





Sin screen

This shifty-looking screen controls your Secret Intelligence Network (SIN). As well as accessing the personnel and sector map sub-screens, you can order background checks on any of the major personalities, and then pleasantly offer not to air their dirty laundry in return for vast sums of money if you wish. SIN agents can also be sent on reconnaissance or insurgency missions to other worlds. In the former they just have a look-see, the latter encourages the planet's population to aid your struggle. Just don't get caught.

never explained – one of which is exactly how the budgets (set by you) affect the departments, and what happens if a department runs over budget. I could go on.

These two drawbacks combine – it wouldn't be so bad having complex or fiddly controls if they were clearly explained, or having poor documentation if the game was simple to control.

As it is, *Maelstrom* requires a fair bit of patience to get to grips with.

If I had to recommend it

Despite those drawbacks, *Maelstrom* has a lot going for it. The most obvious thing is that it's big. There are a lot of worlds, and many important personalities for you to deal with. There are loads of little sub-plots, and a seemingly endless list of new technology to invent.

It's also absorbing, and there are lots of choices to make. Various problems can be dealt with in different ways, and the game changes each time you play it – things happen at different times, different people react in different ways, and you get the feeling that there's always something else to discover.

There are lots of good ideas. For example, being able to send out spies or dredge up the dirt about people and blackmail the ones that are causing you problems is great fun. The starship system allows for great

freedom and many variations in design so there are lots of options.

And the game is full of neat little touches. Various transmissions are accompanied by 'video' footage which is atmospheric and very well done – the quality of the graphics is

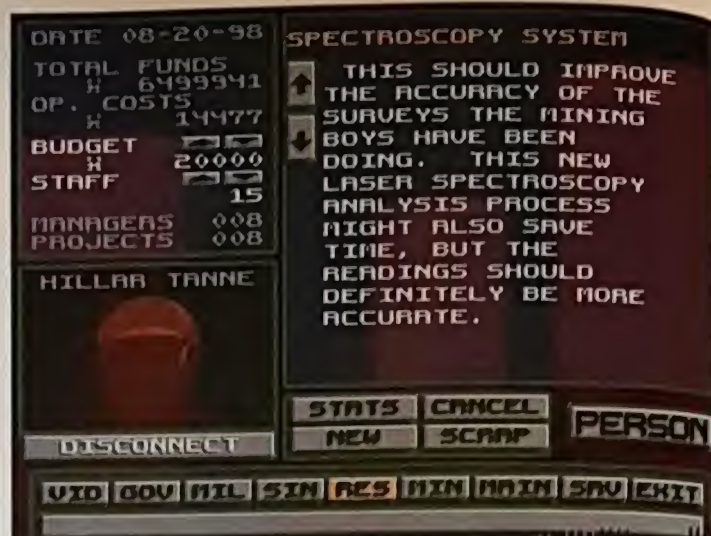
excellent. Some of the characters and backgrounds are incredibly well done or funny, including the two happily

married planetary leaders who are having a homosexual affair, and the mystery surrounding your own head of security.

So what's it gonna be?

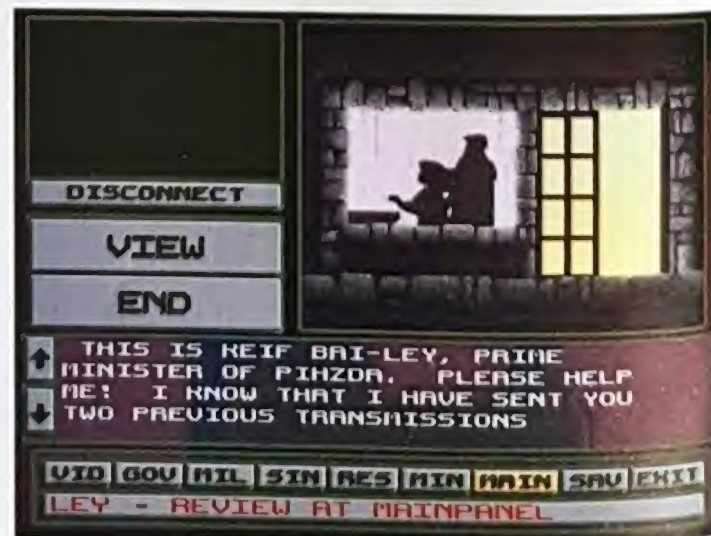
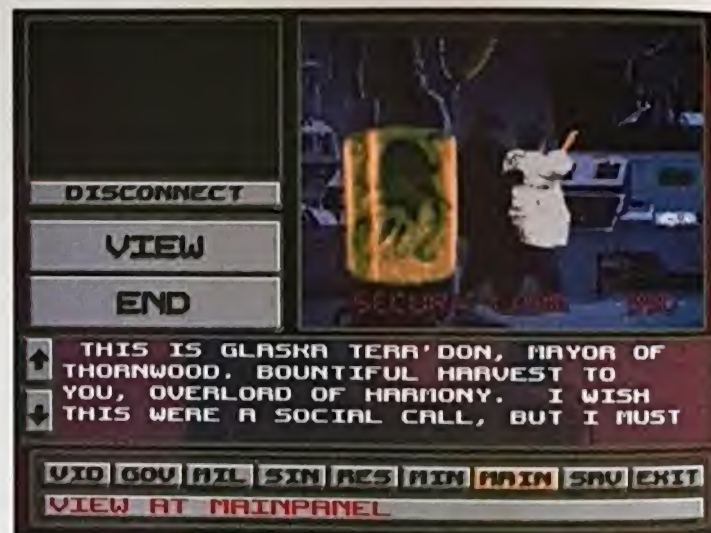
All in all *Maelstrom* is a strange mix of good and bad. There are even things that are both drawbacks and bonus points. (Eh? Ed.) Well, it can be hard to work out what to do at times, and it can seem a bit directionless. But then working out how to deal with things and what to do next is the main point of the game. Winning is actually quite easy, but there's so much to find out and mess around with that you can have a lot of fun just playing it without having to finish the game.

It's always frustrating to see a game that could've been utterly smart with just a little more work, but nonetheless, if you're a fan of this kind of game, and you don't mind sticking with it for a while, you will get a lot of enjoyment out of it. **Z**



Research screen

On this, the most intelligent screen of the lot, you assign scientists and general staff to projects, and can view their progress, stop projects, or even scrap them altogether. This is also where you view reports on the smart new gadgets that your lab-coated geniuses come up with. Access to the Personnel Screen is provided.





Mining screen

U sing the mining screen you can direct Harmony's efforts to find new deposits of Fitzholmium and exploit them with little or no thought to the environment. You decide where to survey, and then which sites to mine based on the reports thus provided. Mining is your major source of income, and so this is a key screen in the game.

FANCY A TIP?

I would offer a few hints on how to play *Maelstrom*, but as the manual has a cheat section at the back there's little point. Suffice it to say that in a few short pages it will guide you through most of the important parts of the game, and pretty much defeats the point of playing the thing in the first place. So don't read it if you want to have any fun.



VID GOV ATL SIN RES MIN MAIN SAV EXIT

(Above left) Syndicate forces capture some mad Prof, and the planet's President rings you up, wanting you to do something! I ask you... (Left) They're really into this kidnapping lark, those Syndicate boys. (Above) I don't know, you turn your back for a minute and some bastards invade your planet, break into your room and start pointing guns at you. It's enough to make you weep. It really is

IN PERSPECTIVE

S tar Control 2, Civilization and Spaceward Ho! all have elements in common with *Maelstrom*...

Civilization

Maelstrom

Spaceward Ho!

Star Control 2



Load & save screen

J ust when you were getting carried away with being the absolute ruler of a planet, holding the lives of the people in your hands and directing their every effort towards the destruction of the Syndicate, this screen pokes up its ugly head reminding you that this is, after all, just a game. With a name like 'load and save screen', it will perhaps come as no surprise that this is where you load and save games. More importantly, though, it's where you can set the speed at which time flows within the game.

NOT A VERY LONG, LONG TIME AGO...

A s senior officer in the military forces of the Syndicate you were sent to investigate the peaceful mining colony of Harmony, with a view to invasion, slaughter, pillage and all the other fun stuff that's part and parcel of a Syndicate colonisation. Harmony is of particular importance in their grand scheme of galactic dominance, as it is incredibly rich in Fitzholmium tri-gem ore, a very rare unstable molecule vital for starship engines and various weapons.

So there you were in your ship, and in one of those philosophical moments you decided that rank, power, money and easy sexual partners were not enough for you. Yes, after the years of backstabbing, botchy-licking and plain hard work to drag yourself up through the ranks, you suddenly decided to pack it all in and become a good guy.

You presented yourself to the leaders of Harmony, and offered to help. In return they made you Overlord, and now obey your every order. Having thus salved your conscience and achieved a massive promotion in one fell swoop you ignore all reason and decide to take on the Syndicate. There, that's a believable plot, isn't it?

PC ZONE score

You've read the review - you decide.

70

Price: £39.99 Out: Now
Published: Empire
Telephone: 0268 541126

PC ZONE specs

Minimum Memory: 1Mb
Minimum Processor: 286
Minimum Speed: 12MHz
Installation: Essential
Minimum Hard Disk: 13Mb
Minimum Graphics: VGA
Sound Cards: Ad-Lib or PC Speaker
Controls: Microsoft Mouse Required

V FOR VICTORY 3



Used to being on the losing side in wargames, **Andrew Wright** jumped at the chance to rewrite the history books. At least with a game based on the battle for Arnhem he can't do any worse...



ANYONE WHO'S EVER watched the war film *A Bridge Too Far* will know all about Market Garden. It was one of the biggest cock-ups of World War 2 but thanks to a bit of British stiff upper lip and all that, we've managed to pretend it was a damn good show for nearly 50 years. Still, the truth will out as they say, and now we've all got a chance to show them how it should have been done.

Just in case you've been somewhere else for 50 years and haven't heard of Market Garden and the battle for Arnhem,

here's a potted history. In late 1944, after the D-Day landings and the breakout from Normandy, the Allies were pushing rapidly through France, Belgium and Holland. The German army was thought to be pretty well finished so the prospect of sending thousands of lightly armed paratroopers to seize some bridges up to 63 miles behind enemy lines and then hold them while an armoured convoy forced its way through, didn't seem such a bad idea to someone at the time.

Just to make it that little bit harder for the troops and give the poor old Germans a sporting chance, the paras' dropping zones were sited well away from the objectives. And it was felt to be bad form to tell them about the SS Panzer division that just happened to be refitting in Arnhem at the time.

After it was all over, we'd wasted a perfectly good airborne division and the Germans still held Arnhem (which was bad news for the Dutch civilians who'd helped the Allies out). Historians have debated for years as to whether it could or couldn't have been done. The main problem was the narrow road the armour had to move along and the necessity of capturing every available bridge intact along the way. In the event Arnhem really was 'a bridge too far'.

Of course, the good thing about playing a wargame based on this scenario is that it's bound to be challenging. When you refight Waterloo and lose, you feel a right git. Fail to take Arnhem and at least you can stick two fingers up and say it couldn't be done.

Actually, I'm recounting the history

for a good reason - you have to understand the reasons that it all went cock-eyed to stand a chance of playing and winning. *V for Victory* is such a good simulation that all the historical factors really come into play. When you're playing the Allied side, you have to force your way along the road double quick and keep it open behind you. Up the road a bit, the unlucky paratroopers have to take their objectives as quickly as possible - and just as in real life, hold them for far longer than you had expected. Playing the Germans you just don't seem to be able to lose...

Okay then, but what about the gameplay? The action takes place on a finely detailed scrolling 256 colour map and the units look just the real thing - well in wargame terms anyway. The unit colours depend on nationality and status while the symbols and markings are pretty clear.

Each unit has an attack and defence value as well as morale, armour, fatigue and disruption ratings, many of which vary as the game progresses. Clicking on a unit with the mouse

reveals the unit name, type and details in a table at the bottom of the screen while clicking again on the table reveals various options for attack, defence and digging in. Attacks can be a probe, limited assault, full assault or an all-out job, with attendant risks of casualties or even elimination. There are similar options for defence too.

As overall commander you have full control over each unit or just a few and you can even order air strikes and arrange artillery fire support. Alternatively you can just be plain lazy and let your staff officers

do it for you. There are so many options that you'll have no problem winning if you really want to although I suspect it will take a few more weeks of play before I get to take and hold Arnhem bridge.

For example you can improve your own air superiority rating or just banish the nasty German 9th SS Panzer division back to the eastern front. If you really need a challenge you can even add the 'fog of war' which provides less accurate information about enemy strength.

Although the graphics are excellent, some of the sound effects are vaguely reminiscent of Spanish tummy or acute hunger pains, even on a Sound Blaster. Not that they're vital in a wargame, of course.

There's no doubt in my mind that this is the most sophisticated computer wargame system yet - there may not be thousands of tiny counters to pick up off the kitchen floor or millions of little lead models screaming for a coat of paint, but it captures the look and feel of real wargaming perfectly.

The game should provide weeks of play for the dedicated wargamer - there are six scenarios ranging from one hour to 60 hours in length and building up to the full game. The game also has tremendous depth and the more you play, the more tactical and strategic possibilities that start to appear.

Whether it will appeal to normal human beings is another matter - knock twenty points off my score if you don't know what a hex is and another twenty if you couldn't care less.

'The game should provide weeks of play for the dedicated wargamer - there are six scenarios ranging from one hour to 60 hours in length...'

IN PERSPECTIVE

There's nothing quite like the *V for Victory* series as far as the look and feel of a real board wargame is concerned. It's an elite game in a pretty tough army...

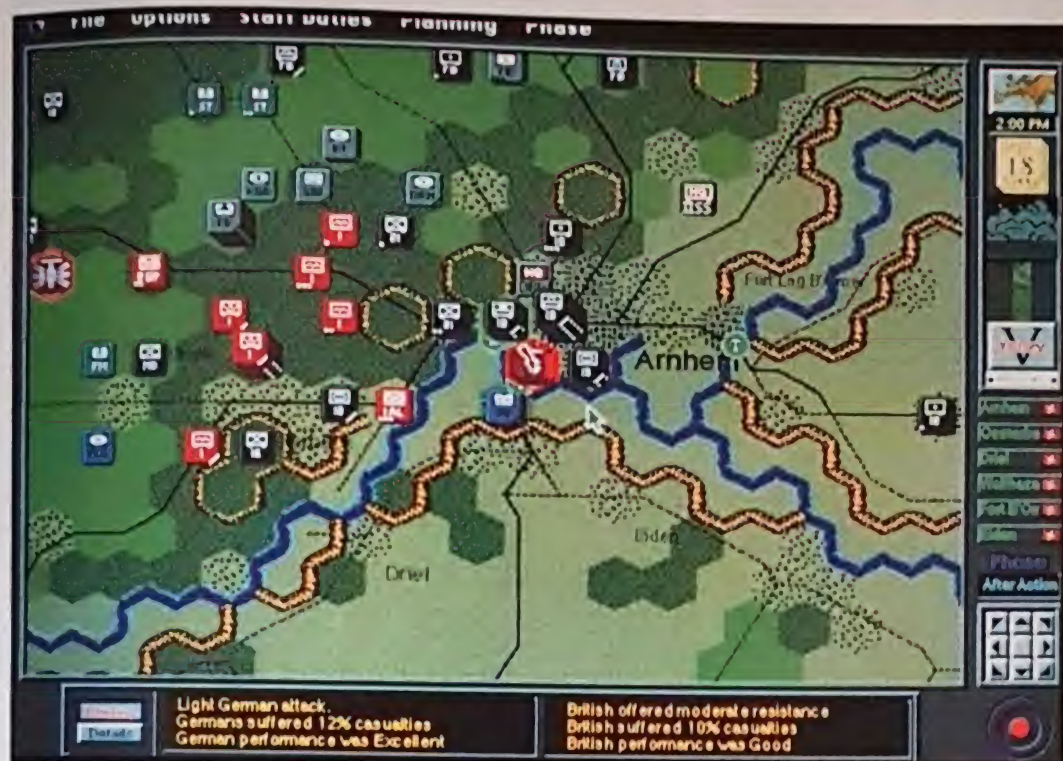
Conflict Korea

No Greater Glory

Storm Across Europe

V For Victory 3

MARKET GARDEN



(Left) To the initiated this is a fascinating picture of the game board complete with hexes and pieces. To the uninitiated it represents the genesis of Montgomery's cunning plan to overrun Holland with High Density disks.

PC ZONE score

Why bother with boards, hexes and counters when you've got games like this?

82

Price: £34.99 Out: Now
Published: Three-Sixty Pacific
(Electronic Arts) Tel: 0753 549442

PC ZONE specs

Minimum Memory: 640K
Minimum Processor: 386
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 5Mb
Minimum Graphics: VGA
Soundcards: Sound Blaster, Ad-Lib, PC speaker
Controls: Keyboard, Mouse
Comments: Needs MS DOS 5.0 or higher

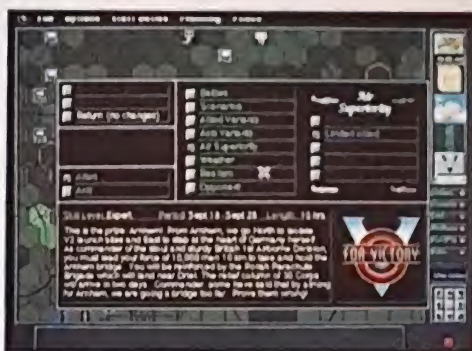
Déjà vu?

As this is *V for Victory 3*, those of you with an IQ over 50 will have guessed that there may be approximately two other titles in the series knocking around. The first in the series covered the Normandy battles (Utah Beach) while the second leapt a couple of thousand miles to the eastern front in Russia to a quiet little town called Veliky Luki (well it was until the Germans arrived).

The game system has changed very little but some minor improvements have been added here and there. Owners of the older games in the series can update to the newer system by running a small program supplied with the game.

(Above right) Look, I've got a few problems here. For starters I don't want Arnhem as a prize, I'd rather have a Lotus Elan or a holiday in Majorca. And secondly who are you calling stout? Sturdy maybe and perhaps well built, but stout? No way.

(Right) A zoom-in view shows the routes into Europe before the days of Virgin Airlines. Paratroopers were forced to travel into action without the benefits of A Bridge Too Far on their personal video screen.



Bargain Bin



Thank you Mr Branson, this new rail system is a lot more exhilarating than BR.

Superski II

SUPERSKI II WAS not that exciting when it came out. Now, it is a simple embarrassment. I had to cover up the monitor as people went by. Not so much the thrills of skiing in the Val d'Ise, more like the thrills of owning a Sinclair Spectrum.

The graphics are simple – there is a CGA option. The gameplay comes from another age where you always hit a certain object at a certain place, no matter what you did to avoid it.

There are six different events you can train for. When you are up to scratch – or just cheesed off – you can take part in the Olympics. Here the events are done in their correct order and you select your country before starting (that bit is realistic, I suppose).

The events are the Downhill, the Slalom, the Giant, Ski Jumping, the Hot-dog and the Bob Sleigh. With keyboard or joystick you can execute various sorts of jumps such as the Helicopter, the Cossack, the Duffy, the Twist and the Back-scratch. Some of the controls are sluggish and others ridiculously sensitive.

The manual comes with helpful hints for all of the events. 'Keep the "Schuss" position as long as you can (the position of the egg...)' is what you need to know to win the Downhill. 'Your objective is to jump as far as you can and to land on your skis.' That's what it says about Ski Jumping.

The aim in the Bob Sleigh is 'to go as

fast as possible while maintaining the best trajectory. Then you can hope to beat the Olympic record and, why not, climb on top of the podium.' Alternatively you can avoid disappointment and, why not, don't bother to buy this dire product in the first place. MB.

Bad speedy ski game

SCORE

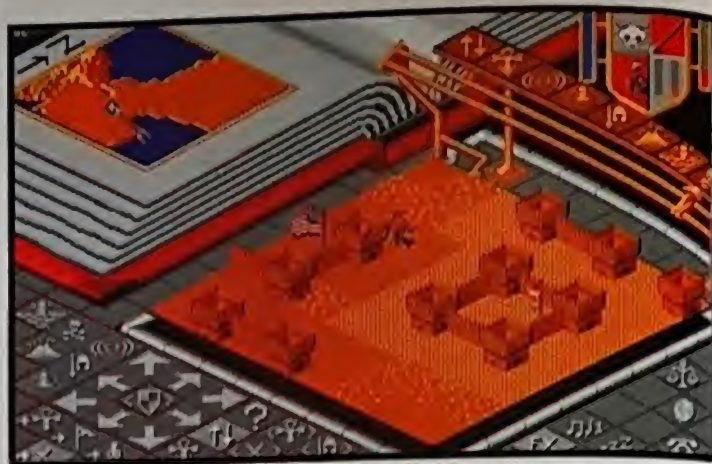
20

specs

Minimum Memory: 640K
Minimum Processor: 8086

Minimum Speed: 12 MHz Installation: No
Minimum Hard Disk Space: N/A Minimum Graphics: CGA
Sound Cards Supported: N/A
Controls: Keyboard, Joystick.

Price: £9.99 Out: Mid June Publisher: Microids Telephone: Daze Marketing 071 328 2762



Populous still has the cutting edge, the first game to incorporate a Waco scenario.



Who needs grass when you can have two shades of grey?



Populous and The Promised Lands

IT'S DIFFICULT to know what to say about Populous that hasn't been said a hundred times before. I've played it to death and yet, whenever I come back to it I find myself getting absorbed again. There's a certain fascination in watching all these little people dashing back and forth across the landscape, building settlements and fighting each other. I suppose it's the same sort of kick that small children get out of watching red and black ants fighting each other (yes, I was a very disturbed child but that's another story).

When you actually sit down and play the game properly however, you begin to appreciate aspects of it that aren't immediately apparent. The first few worlds can fool you into thinking that playing well is just a case of saving up manna and then unleashing one disaster after another on the evil population until they are no more. Play it some more and you'll either give up or begin appreciating the tactical subtleties that make the game so good.

This budget re-release packages both the original game and the data disk together. The silly graphics in the latter are a novelty, but the real attraction is that the worlds are genuinely harder. This is a value for money package, but is there really anyone who hasn't got Populous by now? LS.

One of the greatest games ever written – buy it!

SCORE

85

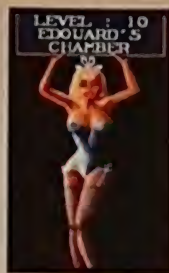
specs

Minimum Memory: 640K
Minimum Processor: 286

Minimum Speed: 12 MHz Installation: Floppy disks or hard disk
Minimum Hard Disk Space: 1Mb Minimum Graphics: Hercules
Sound Cards Supported: Ad-Lib, Tandy, Roland MT-32
Controls: Keyboard, Mouse, Joystick.

Price: £14.99 Out: Now Publisher: Hit Quad Telephone: Ocean 061 832 6633

nce more our underpaid reviewers attempt to eke out their meagre supplies of cash in the world of budget software (well it was that or yet more cutlery from Kitchen Rejects)



Forget the interplanetary conflict stuff, you should be worrying about your posture.



Home of the Purple People Eater?



Ah the quaint charm of the village shop.

Starblade

OUR ENEMIES', says a memo from the planet Skevis, 'appear to be preparing an individual operation aimed directly at Cassandra, the dome of our Blessed Mother "Genolyn" and her generous Cephalhydras.' Sounds like they need sorting out. And that, in this turkey from Silmarils, is what you do. It's a collect-the-codes-and-don't-get-killed-on-the-way game and well up to good Spectrum standard.

The figure you play is a rather louché young man clad in what appears to be Bacofail. You can trade with the people you meet or attack them with grenades, laser swords and plain, boring guns. When you have exhausted all one planet has to offer, then return to the ship and store the cards before hopping off to the next one.

On each planet you are faced with a robot guardian, which you should dispatch with your light sword. Then you can explore the planet itself, buying, selling and trading things. What you are after is a series of magnetic cards left strewn throughout the universe by your dead predecessor. Having collected them you must read and decode them.

Although bits of it are quite pretty, this game really shows its age and 8-bit origins. Not at all recommended. Can be played from disk and has a CGA option. **MB.**

If crashes a lot, but why care?

SCORE

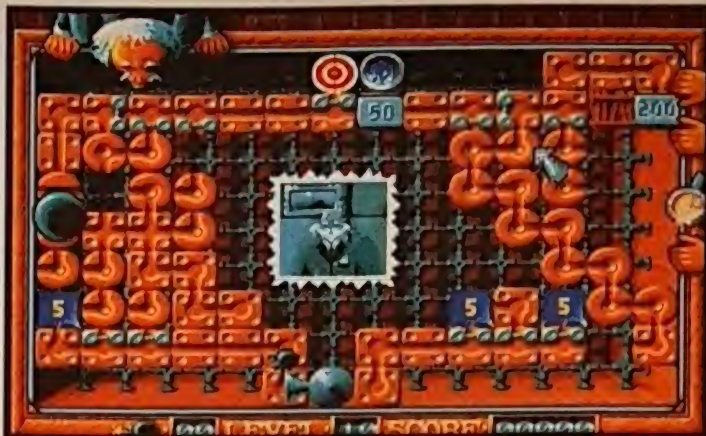
22

specs

Minimum Memory: 640K
Minimum Processor: 8086

Minimum Speed: 12 MHz Installation: No
Minimum Hard Disk Space: N/A Minimum Graphics: CGA
Sound Cards Supported: N/A
Controls: Keyboard, Joystick.

Price: £9.99 Out: Mid June Publisher: Silmarils Telephone: Daze Marketing 071 328 2762



Yet another triumph for the department of transport's road-planning section.

Boston Bomb Club

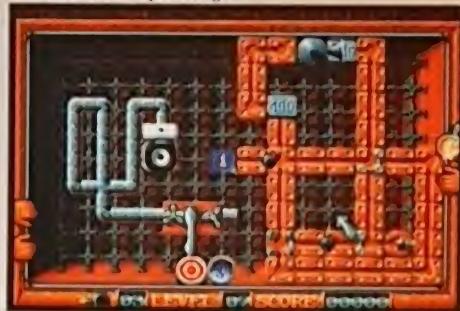
PUZZLE GAMES EH? (He said in a lame attempt to get his review going.) They're a funny old thing and no mistake. They tread a thin line between love and hate. They can have the best graphics and sound in the world and still be about as addictive as burnt toast, or they can be rendered in EGA with PC sound and be absolutely mind numbingly addictive. Puzzle games eh? They're just like other games.

Boston Bomb Club is basically of the *Pipemania/Deflektor* school of games. Your aim is to guide a bomb, complete with burning fuse, across a maze of a table onto a target where a bucket of water will be poured on it. (It's best not to think too carefully about these things.) The bomb runs along a track, some pieces of which can be rotated in order to guide the ball to its destination. Hazards include disappearing track, trampolines and people standing round the table who will move pieces of track whenever the mood takes them. Bombs will explode if they collide or if they spend too long on the same piece of track.

It looks a bit like a plumbing sim.

I can't help but wonder why it is that puzzle games like this have to include corset and suspender-clad score card holders and women with heaving breasts who lean over the table and... well... heave. Is it because Silmarils are French or is it that puzzle fanatics, like RPG fans, are viewed as sad social inadequates whose only contact with eroticism is via the media? This apart, *Boston Bomb Club* is a fairly challenging puzzler, pretty well put together and quite fun to play. The learning curve is a trifle steep but the game is still worth checking out if puzzles are your pleasure. **PL.**

Fairly basic but fairly addictive puzzle!



SCORE

70

specs

Minimum Memory: 640K
Minimum Processor: 8086

Minimum Speed: 12 MHz Installation: No
Minimum Hard Disk Space: N/A Minimum Graphics: CGA
Sound Cards Supported: N/A
Controls: Keyboard, Joystick.

Price: £9.99 Out: Mid June Publisher: Silmarils Telephone: Daze Marketing 071 328 2762

BARGAIN.BIN



All was quiet on the bridge as Captain Lakin sipped his Hot Chocolate.



Suddenly his radar detected incoming missiles as a Soviet ship hove into view.



'Fokin?' mused Lakin 'I wonder if that's a rude word in Russian?'



'But enough of this linguistic contemplation' he cried, lobbing a missile at it.

Strike Fleet

THIS GAME, LIKE many budget games, is something of a historical curiosity. In years to come games archaeologists will spill vintage port over it while puffing on their pipes and saying 'Considered in the perspective of its era and the socio-economic background that produced both its scenario and gameplay...' and other such BRC2 style phrases.

Strike Fleet is a curiosity not only with some of its scenarios (modern day conflict with the dastardly Soviet fleet) or its graphics (no VGA option) but also in that it's a fairly early production from Larry Holland at Lucasfilms who was to go on to produce such gems as *Their Finest Hour* and *X-Wing*.

That's the history, what of the game? Well once you've made allowances for the fairly basic graphics and sound it's quite a playable little number. You take control of a US fleet on a range of missions (either individually or as part of a campaign). Having been assigned a mission you are then given a number of points with which to buy ships for your fleet. You then consult your map, plot your course and set sail for the high seas.

Combat itself is fairly varied inasmuch as you have a range of weapons (including helicopter based

torpedoes) and a range of opponents (including submarines). Action is viewed from the bridge of your ship(s) from which you can operate all your weapons systems, detect incoming missiles, send orders to the engine room and keep an eye on both radar and sonar.

You are expected to spend a lot of your time aboard the Flagship but a simple key command accesses all other bridges in your fleet (including that rather attractive stone one that Commodore 'Beryl' Parkes has got in his Japanese water garden.) This is one of the problems with the game. Not the water garden, the constant bridge changing. Although, unless ordered otherwise, all ships in the fleet will slavishly follow the Flagship around and won't do anything else. Pathetic, no initiative these career officers. It's rather frustrating, having unleashed all your shells, to find that no one else has opened fire yet. Keeping an eye on who is currently being targeted by the enemy is also a full time job. A bit more A.I. (or even initiative) on behalf of your own fleet would have helped.

The other problem is not so much with the game as the subject matter. Naval battles do not have the immediate drama of, say, a dogfight. They largely consist of bobbing about on the ocean lobbing shells at an unseen enemy. Quite often this would get too much for me and, in the spirit of Nelson, I would attempt to charge the enemy fleet guns blazing. This would usually result in my court martial - that's the modern navy for you, no sense of style.

Strike Fleet, although a bit dated, is a pretty playable and addictive game. Although in terms of graphics and sound it has a rather 'budgety' feel, its gameplay weaknesses are really no different to those found on modern, full price games. PL



A game to play at home: try captioning this interesting picture.

SCORE

75

specs

Minimum Memory: 640K

Minimum Processor: 286

Minimum Speed: 12MHz Installation: No

Minimum Hard Disk Space: N/A Minimum Graphics: CGA

Sound Cards Supported: N/A

Controls: Keyboard, Joystick, Mouse.

Price: £14.99 Out: Now Publisher: Hit Squad Telephone: 061 832 6633

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Blueprint

Liberation: Captive 2

PUBLISHER: Mindscape

PRICE: tba

TELEPHONE: 071 123 45678

OUT: September



Since *Liberation: Captive 2* relies so heavily on randomly generated elements we randomly selected **Paul Lakin** to go and check it out. Which just goes to show how dodgy random selection can be.



WE COULDN'T DO A sequel to *Captive* because everyone else had already done one' mused Tony Crowther, as he stood surrounded by Amigas, monitors and even, to his disgust, a PC. That's the sort of quote that makes a journo sit up, forget the hours spent on the delayed London to Sheffield train and ignore the blob of mustard that spurted from his Travellers Fayre burger right down the front of his jacket. This is a story. 'Crowther Slates Other Programmers', runs the imaginary, career making headline. But it was not to be. Tony Crowther (the man behind *Captive*, *Knightmare*, *Captain Planet* and a whole host of other games, if only I could remember what they were called) is not



about to lay into the competition. Damn. Instead Tony and co-programmer Ross Goodley are talking about their own product and the problems of producing the sequel to a game that won more awards than you could shake a stick at way back in 1990.

The problem was twofold, one problem concerned the scenario - since *Captive* was a theoretically never ending game with infinite missions. So how could it have a sequel? Another was technical; how to make sure a project with a long development programme will still be up to date when released. No fears on that score. They are confident that the game is 'still unique after a year's development.' In fact Ross put it slightly more strongly than that but I don't want any more letters from Maidstone complaining about the bad language in the magazine.

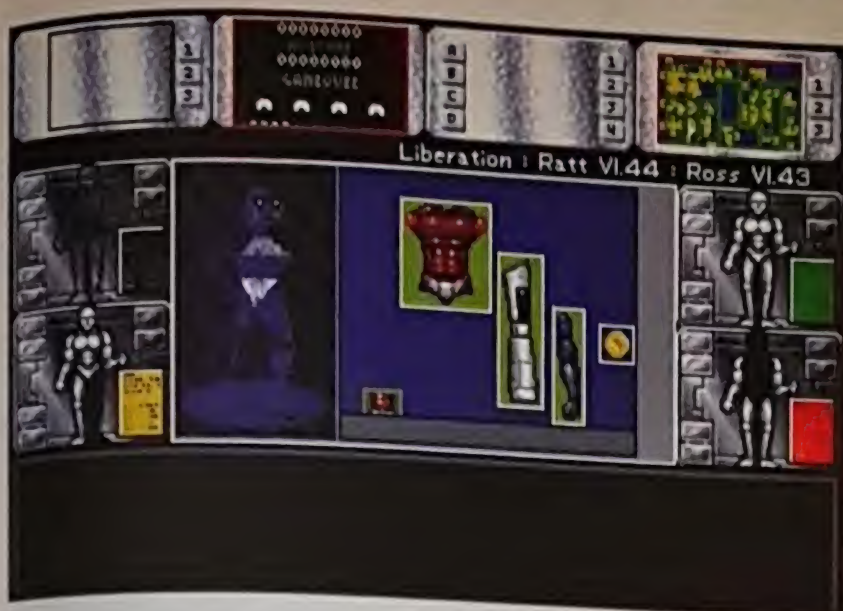
Storytime

Captive saw you imprisoned (one could almost go as far as to say captive) in the depths of prison... *Captive 2* assumes you managed to escape from there, so it's clearly not based on my own experience of the game, otherwise it would be called



Liberation: Captive 2

BLUEPRINT



(Top left) This is the modern world, but it's a modern world still very keen on classic arcade games. (Left) In Captive 2 the view from the street really is the view from the street. Hence the sort of sights that David Attenborough would kill for. (Bottom left) Since I can't think of a caption for this, perhaps this is a good place to stress that these are preview, not finished game, screens. (Shove) An example of the game of squares you play filling/fitting together your 'backpack'. In this picture the challenge is not particularly great.

Captive 2: Still Trying To Get Out Of The Chuffing Cell. Now you are able to sit back, put your feet up and watch telly. Ah, if only the life of a games hero was that easy. Watching the news your attention is taken by the amount of supposedly innocent people who are being sent down for murders they clearly didn't commit. (Good to see the West Midlands Serious Crime Squad still thriving in the 21st Century.) A quick chat with a friend on the video phone reveals that the Securi Droids are out of control and killing people during interrogation. To stop an outbreak of public concern (heaven forbid) the deaths are being blamed on innocent members of the public. Whatever next.

Your mission, if you decide to accept it, (and if you don't then that's 40 quid down the drain) is to collect enough evidence of this massive cover up and take it to the Emperor, who, being number one all round Mr Big, will hopefully be able to do something about it. Like persuade the Robots to retire on grounds of ill health.

Captive 2 is played using the four droids from the original game. However in this version the droids cannot be powered up by swapping their body parts. The reason being that since people would have spent the original game building their droids up to super ninja levels of hardness they might be a tad choked to have to start back at square one. So the droids start off as top of the range CRI deluxe models, though they can be slightly improved by picking up extra weapons along the way.

My generation

There comes a moment in every interview when the poor journalist begins to lose a grip on things. Panic sets in as he attempts to follow the rapid enthusiasms of the programmers. For me this happened as soon as we got into the world of webs and generators. It's all very scary and have left Mr Cursor in tears.

The point with Liberation: Captive 2 is that although the number of missions is not infinite, being a paltry 4,096, they are randomly generated.

Not only are the missions generated randomly but so are the cities, complete with road systems, one way streets and sign posts. You've no idea of the malicious pleasure of watching two programmers get lost in a city of their own making.

Generating a random city to house a randomly generated plot leads to all sorts of nightmares. There are 30Mb of signposts alone. To supply the necessary character names and avoid repetition, the name generator had to use English, German and Japanese

examples. The game also identifies each location and makes sure that the inhabitant speaks in an appropriate manner. Presumably if you're in a posh shop you're patronised and if you're in a pub you're ignored.

Each mission starts with a text message (which may or may not come via a news reader, that's still to be decided). This message contains clues to your mission, and the first location you must visit. Each mission has a hard and easy level running concurrently although the text only gives you a guide to one of them. These text messages are dangerously clever since, although randomly generated, they always make sense and are grammatically correct.

The mission itself is generated via a series of webs, frightening pages of referencing and cross referencing within the program during the midst of which my eyes glazed over and I realised why I have such problems with bus timetables.

Picture this

Like many games of this ilk, in fact like many games, Captive 2 has some very attractive intro and outro sequences. However it gets even more impressive once you get inside the game. The game reverses the norm by using vectors for the monsters rather than the aliens. The viewpoints, which can be changed without any irritating blockiness, can be quite weird. The view looking up put you on the ground and gives an ominously towering skyline, provided you're outside of course.

Of course no game which had even the slightest leanings towards arcism could get by without a control screen. The control screen in Captive 2 displays all four droids and their current condition, up to eight monitors showing various camera views, a map of the city and even a fully playable and strangely familiar video game.

There is of course the obligatory backpack. However this is somewhat unusual. Rather than you restrict what you carry in terms of weight you're restricted by what you can actually fit into the pack. It all

gets rather like a cross between a jigsaw and one of those puzzles you get inside Christmas crackers and lose mid way through the Bond film.

Size of a cow

Tony and Ross have been working on this project since last January and completion is only just coming into sight. Mind you much of their time has been spent developing a 3D Animator and Editor for use with this game and then others. They're now left with a graphics package that they reckon gives D Paint more than a run for its money. It was particularly useful in compressing the animations Herman Serano (of Carrier Command) supplied from a frightening 38Mb to a considerably more workable size.

In these days of high disk counts Liberation: Captive 2, despite its size currently fits onto one HD disk. This is a game aimed at everyone not just owners of top of the range ninja machines. We're talking 286 here. In fact Tony Crowther has an interesting approach to some of the new technology. 'I think people have got CD-ROM wrong. It should be treated as simply another storage medium, which can save money. Any game that takes up more than three floppy disks is cheaper to produce on CD. At the moment people expect something more when they buy a CD game like extra graphics. I don't think they should.'

And once Captive 2 is finally out of the way? What then? 'Well I'd like to work at selling this graphics package to someone. Oh and do a shoot 'em-up to make some money.'

PC ZONE specs

Minimum Memory: 640K

Minimum Processor: 286

Minimum Speed: 16MHz

Installation: Optional

Minimum Hard Disk: 3Mb

Minimum Graphics: VGA

Sound Cards: Sound Blaster, Roland, Ad-Lib

Controls: Keyboard, Mouse, Joystick

Blueprint

Prince Of Persia 2: The Shadow & The Flame

PUBLISHER: Broderbund/Electronic Arts

PRICE: tba

TELEPHONE: 0753 549442

OUT: June

One of the legends of the computer games world is about to be blessed with a sequel. **Mark Burgess** adopts a hushed tone as he takes a sneak preview.



IT'S NO FUN being a hero. Whether you appear in a film, book or computer game you can never relax. No sooner have you dispatched the evil villain to some suitably unpleasant fate than before you can say 'Is there anything good on the box tonight?' he's back in the sequel. Just as evil and probably a lot tougher. No rest for the wicked? What about the overworked good?

Prince Of Persia 2 starts exactly where *POP1* left off, in an animated intro sequence much superior to its predecessor. The Prince wins the hand of the beautiful Princess (whose father generously agrees to throw the rest of her in as a job lot) and everyone settles down to live happily ever after. Some chance. The evil vizier Jaffar is back, apparently unhampered by being killed in the original *Prince Of Persia*. This time he disguises himself as the Prince and has the genuine article cast out of the palace as a beggar. The real Prince (you) is pursued by the palace guards across the rooftops to the port, where he leaps aboard a ship and is promptly shipwrecked (bet he regrets



(Top left) On the palace rooftops -
ninja at 12 o'clock high.
(Middle left) Fighting the undead in
a gloomy cavern on level 2.
(Bottom left) A Jobsworth tells you
not to board a ship as it is pulling
out. He's probably right since you'd
probably only end up falling in and
ruining your turban.

'Variety is
the key to this
sequel to one
of the true
classic
computer
games.'

(Top right) Leaving the dark
caverns; up the stairs to something
far worse.
(Middle right) Step on the stones in
the correct order to spell the magic
word to open the door. It's in the
manual - hard luck pirates!
(Bottom right) The beginning;
reverse SAS flip through the palace
window and off to a new adventure.
(Below) Giant mural in EA's plush
Langley H.Q. (No, not Langley
Virginia).

Who is Jordan Mechner?

Born 1965 in New York, Jordan Mechner has been interested in films for most of his life. He carried this love of the medium into his games programming, introducing camera angles and cross cuts in *Karateka*.

He had written programs since school and was encouraged by Broderbund who published his first commercial game. *Karateka* was a martial arts game and Mechner had studied films in an attempt to make the animation as smooth and as lifelike as possible. *Karateka* was an immediate success and sold more than 400,000 copies.

At university, he studied psychology and ran the student film society. After graduation he wrote two screenplays and headed for LA. There he wrote *Prince of Persia* for the Apple II in 1989.

The program was a staggering success - although not in the US - and versions for other machines quickly followed. After three years Jordan went to New York and applied to join the NYU film school, sending in a copy of *Prince* as part of his application. They didn't even look at it and his application was turned down.

Undeterred, he worked on a friend's film, helping out as tea boy, cameraman and soundman, thus learning the craft from the bottom up. Last year he produced and directed his first film, a 19 minute short called *Waiting for Dark*. 'I don't have any immediate plans to make another film,' he says, 'I think the best way for me to use what I've learned is in my next computer game.'

He began *Prince of Persia 2* in the summer of 1991. Although he was able to do all of the original *Prince of Persia* himself, the complexity of modern machines meant that a team was needed for the sequel. The backbone of the team is made up of six people, complimented by about a dozen more specialists - artists and sound people.

Is he rolling up his sleeves for *Prince 3*? After all, most games these days want to be trilogies when they grow up. 'I'm putting together a small development group to create a new game that will be quite unlike anything that's been done before' says Jordan. 'Nothing to do with *Prince of Persia*'.





THE STORYBOARD TYPE BIT

(Above) Another victim of Sue Lawley.
(Below) At long last... a flying carpet sim. Or maybe it's just that time of day again.
(Middle) Characters' movements are even smoother than the original. You can't tell from this, of course.
(Bottom) Stairs at last... Time to leave.

A ragged stowaway... you brood on your misfortune... a mouse jumps on your shoulder... and a vision of the beautiful Princess appears... you awake to the terrible sound of thunder... The evil Jaffar rides the storm... lightning strikes and you sink... (now read on)



Prince Of Persia - The Original

The Amiga version of *Prince of Persia* was the first to come out in Europe and the IBM version followed in 1991. What put it head and shoulders above all other platform games was the smooth animation of the sprites and the excellent gameplay.

Jordan Mechner spent hours watching swashbuckling films to get the running, leaping and fencing moves right. The program won the Tilt d'Or award for animation excellence and all the reviewers raved at the combination of strategy and action.

The game was an *Arabian Nights*-style action game in which you had to escape the dungeons of Jaffar, the Grand Vizier, and rescue the Princess. The game was confined to the palace and dungeons - a limitation of the four colour 128K machine it was written on.

It was licensed for consoles (including some very impressive 8-bit versions) and a version for the Mac came out last year. It was only when it came out for the Mac that US sales showed any signs of life.

getting up that morning). He awakes to find himself washed up on a desert island with only a gramophone and his eight favourite records. (Are you sure about this? Ed.) The adventure, as they say, is only just beginning.

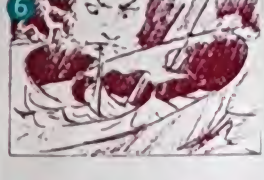
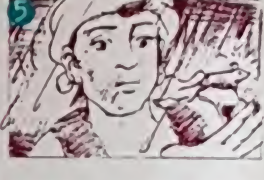
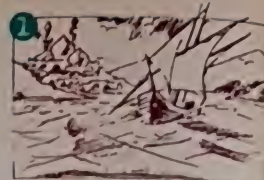
Spice of life

Variety is the key in this sequel to one of the true classic computer games. None of this lurking around in dungeons for level after level so that you emerge before the Princess, blinking like a pit pony. Not only are the locations far more varied, they're also more detailed and there is a better use of sound - but this is to be expected, given the higher standards of today's machines.

From background to foreground *Prince of Persia 2* has more levels (15) and a wider variety of hazards, including serpents, spikes, lava, quicksand, skeletons and severed heads than its illustrious forebear. The Prince, who was very well animated in the original, has a new range of movements. He can crawl on the floor and strike downwards. He can spin round while using a sword. He can even, at certain points in the game, split himself in two or cast off his shadow - bound to go down a storm at any party - his shadow can also do things his physical body can't. The gameplay is more varied but the ratio of puzzle solving to action remains the same.

You can get killed in new and horrible ways, as can the guards who instead of just crumpling to the floor now fall off the palace roof and land with a satisfying splat. Another improvement is that there are more than two characters on the screen at one time. Hooray!

Prince of Persia 2 has been written for Broderbund by Jordan Mechner, the man responsible for the original. With this sequel he has proved himself as a games programmer who will not compromise his high standards. At a time when platform games for the PC have become almost unbearably cute, *Prince of Persia 2* should remind people of past glories. With a bit of luck, it may stop the race to put naff console games on 32-bit machines. **Z**



PC ZONE specs

- Minimum Memory:** 2Mb
- Minimum Processor:** 286
- Minimum Speed:** 10MHz
- Installation:** Essential
- Minimum Hard Disk:** 7Mb
- Minimum Graphics:** VGA
- Sound Cards:** Sound Blaster and compatibles
- Controls:** Keyboard, Mouse, Joystick but Mouse & Joystick recommended

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+++ ADD MI



When is a sequel not a sequel? When it's a data disk. Data disks can add to an original game in a number of ways, new enemies, new scenarios or mission builders. (Though an increasing number of games have this in the original; a rare failure to apply the 'Wring as much money as possible' law

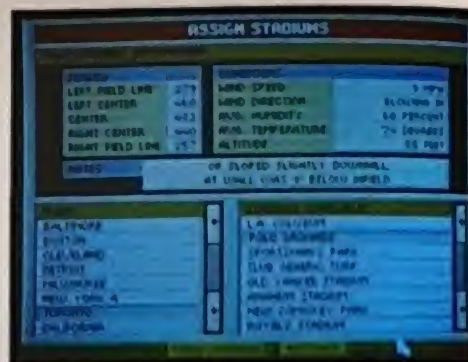
of software publishing.) In theory data disks should be a bargain since they usually cost less than a full priced game yet can offer more variety than a sequel. Still you wouldn't expect our pack of jaundiced reviewers to succumb to that sort of mindless optimism for a moment. Would you?



The key part of any stadium, the advertising hoardings.



The field of dreams or, more usually, nightmares.



Not a picture of a stadium. (Minimalist, I like it. Ed)



TONY LA RUSSA II EXPANSION DISK - AL/NL STADIUMS

THE LATEST VERSION of *Tony La Russa II* is right up there competing for the playoffs in many areas of PC baseball statistics: it leads the league in hard disk requirements and is all-American in its demands on graphical capabilities, recommended hardware and RAM - and by golly it tastes good too.

There are three different expansion disks available to those who are hungry to add to the ultimate high-tech PC baseball experience. There's a *Fantasy Draft Expansion Disk*, which friendless Americans in cardies use to ensure that all teams start on an equal footing in their pretend leagues. This isn't that one. You can also buy an *MLBPA Players Expansion Disk*, which gives you the 1992 season's statistics for nearly every player in the major leagues; and saves you the huge physical and emotional effort of typing them in yourself with the team editing facilities provided in the game. This isn't that one either. This one is the *American and National League Stadiums Expansion Disk*.

Assume, for example that you are a recently converted big Toronto Blue Jays fan. Imagine your horror when you realise that you can't select their

home stadium in the game. The Skydome is not an option. Your life is not worth living.

Well, fear not - now it is. For a mere 20 quid, these disks contain all 28 major league stadiums. It will change your life - your baseballing will be authentic, leading to a larger, firmer bust and a shapelier you. Try to hit the ball into the roof at the Houston Astrodome. Try to hit it into the wind at Chicago's Wrigley field. Try to hit it into the umpire's face in Yankee Stadium. They're all there - all lovingly crafted by a team entirely composed of descendants of Capability Brown. Unfortunately, to incorporate all the stadiums into your game will take up another 4Mb of disk space, taking the game's requirements up to 19Mb. But what the heck. Buy another PC. PM

specs Needs: Tony La Russa II

Minimum Memory: 1Mb

Minimum Processor: 386 recommended

Minimum Speed: 20MHz Installation: Essential

Minimum Hard Disk: 8Mb Minimum Graphics: VGA

Sound Cards: Sound Blaster, Ad-Lib, Roland

Controls: Keyboard, Mouse, Joystick.

Price: £25.99 Out Now Publisher: US Gold Tel: 021 625 3388

NB. All data disks will require the original game.

MISSIONS + + +

ACES OF THE PACIFIC - WWII: 1946

THE MAIN FLIGHT sims are *Aces of the Pacific*, *Secret Weapons of the Luftwaffe*, and *Chuck Yeager's Air Combat*. *SWOTL*, as it is affectionately known, has four add-on disks which give you four more types of plane. *WWII: 1946* is the add-on for *Aces* and it gives seven new planes for you to fly and a number of missions based on their capabilities and the alternative reality of the disk. The planes were those still under development at the end of World War 2, all of them had been built - if only as prototypes.

Americans first. The new stuff is available if you fly with the United States Navy or the United States Army Airforce. The Grumman F7F Tigercat is an easy to fly two-engined day/night fighter. The Grumman F8F Bearcat was probably the fastest piston-engined aircraft ever made. It was used as a carrier-based fighter or a glide bomber. The Lockheed P-80 Shooting Star was the plane that proved itself in Korea. The first jet fighter to enter service with the USAAF, it was a fast and manoeuvrable fighter/bomber. Last is the Goodyear F2G-2 Corsair, a fighter bomber designed to deal with Kamikaze attacks. It had a very fast rate of climb and was the last piston-engined craft to win the Thompson Trophy.

If you fly for the Japanese Navy Airforce, there are three extra planes to choose from. The Kyushu J7W Shinden had a rear mounted engine of 2,130hp, giving it formidable power at the expense of manoeuvrability - this interceptor suffers from a torque problem and pulls to the right. The

Nakajima Kikka was a jet fighter bomber, a bit like the Messerschmitt 262, fast but difficult to handle. Last is the Mitsubishi Ki-83 a beautiful twin-engined fighter. Fast, nimble and a pleasure to fly.

The controls on the planes are realistic - as far as I know - and the machines are fairly forgiving. They don't stall all the time like the aircraft in *SWOTL*, for instance.

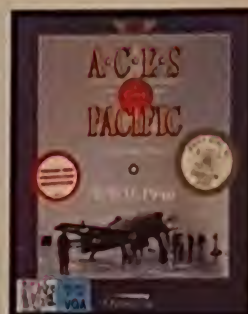
The missions assume that scientists refused to co-operate on the atomic bomb when they learnt it was to be used against civilian targets. This meant that Truman had to implement his plans for a land invasion of Japan. The manual has the usual insensitive parochialism of American software - the war was them against Nazis and the Japanese, forget the hundreds of thousands of Allied dead. It also has some up-to-date anti-Japanese racialism. The Japanese prepare for invasion with 'sharpened bamboo poles' and even 'old men and children were taught how to kill'. It doesn't say whether they have bad teeth and wear glasses.

If you enjoyed *Aces*, you'll enjoy this. Some of the aircraft are a real joy to fly. MB

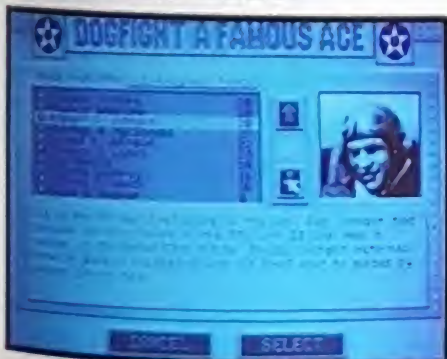
specs

Needs: Great Naval Battles
Minimum Memory: 640Kb
Minimum Processor: 386 **Minimum Speed:** 20MHz
Installation: Essential **Minimum Hard Disk:** Allow 1 extra megabyte per expansion set **Minimum Graphics:** VGA
Sound Cards: Sound Blaster, Ad-Lib, Roland
Controls: Keyboard, Mouse **Comments:** Allow at least 724K of expanded memory to play the game with sound.

Price: £19.99 each Out Now Publisher: SSI Tel: US Gold 021 356 3388



Famous, that's not famous, I bet he never...



...late in 1946 got into this plane blindfolded...



...and flew straight into a low level building.



FEATURE Data disks



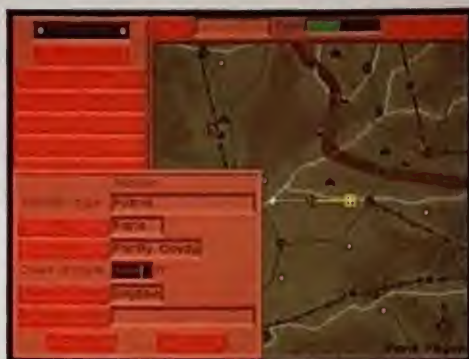
In-game screens, showing different views are easy to caption.



Whereas mission screens like this are a complete nightmare.



Ooh who's that. I wonder if they want to be my friend.



Lots of boring information that the true pilot ignores.



See that plane there? That's me that is.



RED BARON EXPANSION DISK AND MISSION BUILDER

R

ED BARON is possibly the most 'authentic' of the World War 1 flight sims around in that you die almost as quickly in this as they did in the real thing. This data disk is intended to appeal in

two ways - as an expansion disk, and also as a custom mission-builder.

On the expansion side, there's not really much to say: there are five new planes to fly, and five new aces to go up against. We can forget about the aces - their impact on the game is minimal. The planes are all 'good,' planes, of which there are already plenty in the game. I couldn't actually tell a Fokker D.VII from a Siemens-Schuckert D.III in the middle of a dogfight - the good planes are discernible from the bad, but rarely differ markedly from each other. It would have been much better to add bombers, or something.

On to the mission builder, then. The missions created can only be flown as single missions. This is fine by me - it's more fun to sadistically slaughter a few inexperienced pilots in cardboard planes, blow up some defenceless balloons, or strafe a few French cafés in the hope of taking out the whole cast of *Allo Allo*, than it is to sit through the entire First World War and hope a good end-game sequence will make it all worthwhile.

The thing is *Red Baron*, like its World War 2 cousin *Aces of the Pacific*, already has the most comprehensive single-mission customisable options available. It's probably no surprise to find that mission generation is equally extensive. You select one of the maps from the game and litter it with factories, supply dumps and aerodromes, then

decide who and what will fly around it. A memory-meter tells you when you're in danger of including too much. You can decide everything from a patrol's altitude and time of arrival at a certain checkpoint, to the height of the cloud cover, along with every selectable option from the original. The thing is, you don't really end up with anything new. Alright, so you can put nine balloons around the Eiffel Tower and then go and shoot them all, but the parameters within which you're working adhere strictly to those of the original game, and the missions don't feel any different.

I'd prefer a mission builder that actually added different types of missions - for example, I wouldn't mind flying or being rear-gunner in a bomber. And I know that in the original game the option to customise your plane is supposed to be a reward for getting promoted in career mode, but what about being able to customise one and save it just for single missions?

So, the aces can be dismissed out of hand and the planes are unimaginative. The construction of missions is quite rigid, and disappointing. The one useful thing you can do is delete old career pilots. Other than that, it adds little to the original game and is a bit of a wasted opportunity. *PM*

specs

Needs: Red Baron

Minimum Memory: 640K

Minimum Processor: 286 **Minimum Speed:** 16MHz

Installation: Essential **Minimum Hard Disk:** 7Mb

Minimum Graphics: ???

Sound Cards Supported: Sound Blaster, Ad-Lib, Roland

Controls: Keyboard, Mouse, Joystick.

Price: £24.99 **Out:** Now **Publisher:** Dynamix **Tel:** 0734 303322

GREAT NAVAL BATTLES SCENARIO BUILDER & EXPANSION DISKS



IF THE TWO simulations of World War 2 naval engagements that were released last year, ssi's *Great Naval Battles* is definitely the most playable, even though it doesn't look quite as impressive as

MicroProse's *Task Force*. It has evidently been popular, since ssi has already released two expansion sets and a scenario builder for it.

The original game exclusively covers engagements in the Atlantic between the Kriegsmarine and the Royal Navy from the start of the war in 1939 to the middle of 1943 when the Kriegsmarine was crushed. You can fight small scale engagements, in which you have control of a small number of ships, or large scale operations involving a greater number of vessels over a longer period of time. Alternatively you could play the whole shebang as a campaign.

Since the original game covers all of the significant surface actions that actually took place in the war, the only way for the expansion sets to go is into the realms of fantasy, and that is exactly what ssi has done with them, continuing the great 'What if...' tradition that began with *Secret Weapons of the Luftwaffe*.

The more interesting of the two expansion disks that add new scenarios is *Super Ships of the Atlantic*. The premise of these scenarios is that Hitler postponed his engagement with the Royal Navy to give Germany time to develop a fleet of super ships that would break Britain's supremacy of the seas. The hypothetical conflict begins in 1942 and involves several classes of British and German ships that were either planned or being built during the war but never saw action. These include Germany's 'H' class battleship and Britain's Vanguard class battleship. Because ships built after the war began the move away from the heavy and slow Goliaths to the swift, agile and more stealthy vessels in use today, these scenarios offer an interesting mix of old-fashioned slugging and modern cat and mouse games.

America in the Atlantic is a rather sad guilt-trip, which works on the premise that American ships were used against the Kriegsmarine in the Atlantic. The manual also states the opinion that the scaling down of Germany's presence in the Atlantic was

because Hitler was worried about the potential of the US Navy. Interesting theory that - it wouldn't have had anything to do with the fact that the Royal Navy had successfully decimated Germany's fleet with absolutely no help from American forces, would it? Dream on ssi...

The ships that are introduced include the powerful Iowa class battleships and the aircraft carrier Wasp. Most of the scenarios are 'our ships are better than yours' type affairs in which American ships are pitched against equivalent German vessels. The third campaign is a quite incredible flight of fancy in which Britain has not only surrendered to Germany, but become a reluctant ally, so the American fleet is left to fight the combined forces of Germany and Britain. Get real ssi, and next time you create an expansion set like this find out a little bit about Britain and British people first. What an insult!

Finally, *Scenario Builder* lets you take elements from the main game and all the other expansion sets and create new scenarios of your own. This isn't as frightening as it sounds because the scenario builder looks very similar to the actual game, so it doesn't take too long to get accustomed to it. Not only can you select the ships involved in each battle and their positions, courses and speed, you can also specify any initial damage, the time the battle begins and the weather conditions.

The expansion sets really extend the life of *Great Naval Battles* quite substantially and I can recommend them to anyone who has played and enjoyed the original game. (Yes, even *America in the Atlantic*, despite its arrogant tone.) As an added bonus, all of the expansion sets will update your original program to version 1.1 or 1.2, which have ironed out some of the bugs. LS

specs

Needs: *Aces Of The Pacific*

Minimum Memory: 2Mb

Minimum Processor: 386 Minimum Speed: 20MHz

Installation: Essential Minimum Hard Disk: 2Mb RAM, DOS 5.0 or higher Minimum Graphics: VGA

Sound Cards: Sound Blaster, Ad-Lib, Thunderbird MT-32, Compatible yokes, Pedals, Thrustmaster

Controls: Keyboard, Mouse, Joystick.

Price: £24.99 Out: Now Publisher: Sierra/Dynamix Tel: 0734 303201



Catching some sun on the bridge...



The navigator's got a new Spirograph set!



Yeah, this beats playing with yourself in the bath any day!



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Everything you ever wanted to know about PCs but were afraid to ask. Except of course if you don't ask then

Mark Burgess won't be able to answer all your hardware and software queries. Even he's not that clever.

Extended problem

USING A 386SX-25 computer with only 2Mb of RAM, I often have to change extended and expanded memory using EMM386 for Windows and games. I know in previous magazines they say that you can disable EMM386 (EMM386 on/off) but this does not work well on my Packard Bell since the memory extended is not returned to its previous position as expanded, but hidden away out of reach.

But the problem is that recently I lost 184K of extended and expanded memory using EMM386. 184K does not sound much to you, but it is if you only have 2Mb RAM (and intend playing LINKS 386 Pro). Usually when I extend memory I extend 1024K (1Mb) and when I reboot it says 'EMM386 ACTIVE... 1024K EXTENDED' on rebooting or when the computer is on, but recently I got a message saying 'EMM386 ACTIVE... 840K EXTENDED', where is the 184K? In the CONFIG.SYS it says I had 1024K... extended. I'm completely confused.

Johan de Silva, Aldershot, Hampshire

Not only can you turn EMM386 on or off but you can switch to auto, in which case expanded memory support will only be given if called for by the program. EMM386 will configure extended memory to expanded. For instance putting the line:

```
DEVICE=C:\DOS\EMM386.EXE
```

in your CONFIG.SYS file (after the HIMEM command) will free 256K of extended memory as expanded and

```
DEVICE=C:\DOS\EMM386.EXE 1024
```

gives 1Mb. But this will only work if you have enough extended memory. My belief is that you have some TSRs taking up space which is why you seem to lose 184K. Have you put all your drivers into the Upper Memory Blocks using DEVICEHIGH? Is DOS in the UMBs too (DOS=HIGH,UMB)? Very rarely you have to alter the address of the page frame by using the 'Mx' option with EMM386, where x is a number between 1 and 9. Please make a back up of your CONFIG.SYS before you try this as it is easy to get into a total mess. MB.

Moving up

FIRST OFF, congratulations on producing the best PC magazine on the market, it's great to see someone finally concentrating on what has to be the PC's

strongest point - games software (anyone who says otherwise has obviously never seen Ultima Underworld up and running). Anyway, now on to the juicy bits.

1. I own a 386 and have been happy with it up until now. Like many users, I have been salivating for some time about the thought of a 486 and now it is finally chequebook time. I have found some prices on double-clocked 486s but I'm a bit concerned about the theory behind clock-doubling. As I see it, a DX2 chip runs internally at twice the speed of the rest of the motherboard. Does this cause a problem with games software?

2. When I buy this machine what sort of graphics card do I need? Will games run perfectly on a 50MHz machine using the old Trident supplied or would a Tseng or graphics accelerator be needed?

Bill Chapman, Wooton, Isle of Wight

Usually, computer prices drop month by month making it sensible to hold on to your wallet until the last possible moment. However, this has changed recently because of crises in various currencies and the domination of the 486 market by one firm, Intel, which refuses to let anybody else produce them. There is also uncertainty about the Pentium which is supposed to be available this year but is unlikely to make much of an impact until 1994 at the earliest. A 486SX should be at a reasonable price about now. The 486SX is a good entry level machine and upgradeable. To answer your questions:

1. Clock doubling only affects the processor and the speed at which it works. The rest of your system - I/O ports, disk drives etc. - will work at its old speed, for which it was designed. Games will not have a problem

and, if they use lots of calculating power (say for ray-tracing) they should speed up.

2. Redrawing the screen under Windows will be quicker with a video accelerator but not under DOS (yet! The forthcoming S3/928 chip is supposed to hold some surprises). Most games run under DOS and for very good reasons - full screen, drawing calls and so on. Your Trident SVGA (is it?) will be fine. MB.

Sounds off

I HAVE HAD a lot of trouble concerning my Sound Blaster 2. I have trouble with digitised sound on most of my games (i.e. Alone in the Dark, F15 III and X - Wing). The problem is that they crash a lot, but whenever I turn the digital sound off, the game runs perfectly (this defeats the object of buying a Sound Blaster don't you think?). It can't be lack of speed or memory, because I have a 386DX, 33MHz, 4Mb of RAM and SVGA. Also I have checked and rechecked my CONFIG.SYS files according to the software instructions.

My brother believes that it is because the Sound Blaster is using the same DMA channel as the hard drive, thus causing a conflict. Does this mean everybody has this problem who owns a Sound Blaster. If so, does this mean I will have to buy a Sound Blaster Pro?

My friend who owns a Sound Blaster Pro has his on the same DMA channel as his hard drive but his games don't crash. Does this mean that I just have a faulty soundcard?

Could you please answer my questions as I am very confused.

William Dewe, Much Dewchurch, Herefordshire

Buying a Sound Blaster Pro won't do anything, and I doubt the card you have is faulty. It sounds as if you have a hardware clash - have you experimented with the IRQ jumpers? Although most soundcards default to IRQ7, you should also try 2,3,5, or 10.

You should certainly try and alter the DMA channel of your Sound Blaster - it shouldn't conflict with your Hard Drive. DMA (Direct Memory Access) channels are used by some devices for block data transfer. Soundcards generally default to DMA 1 and avoid channels 0 and 3 because lots of software does not support their use. DMA 2 is the disk controller. You can reset the DMA from the installation software. The environment setting in the AUTOEXEC.BAT file must be updated but the installation program should do this for you.

I have to tell you that for many modern games 4Mb isn't that much memory. When we install games on the machines here, we often find that full sound effects and digital speech are unobtainable and the reason is nearly always a lack of memory. MB.

Speeding up

I AM GETTING somewhat confused over games and the minimum processor they will run on. Since I bought PC Zone I have noticed that most good games do not run on my 286 but 386 upwards only. My PC meets all other requirements in the 'specs' section, i.e. Memory; as it also has extended 384K memory. Speed, Hard Disk and graphics.

Hard times

I recently cocked up my Hard Drive a treat by changing its capacity to 200Mb although my drive is only 100Mb. I corrected this problem but face another. While booting the system a message 'FIXED DISK: 1790 - DISK 0 ERROR OR FIXED DISK: 1782 - DISK CONTROLLER FAILURE'. I just have to re-boot through drive A: and Hey Presto. Any ideas as to what's wrong, as it has somewhat surpassed my knowledge.

D Sutherland, Pontardawe

I thought I collected error messages like other people collect stamps, but yours are new to me. I presume your Hard Disk is still working - otherwise you would have said. Is the problem just that you can't boot from it? Have you used CHKDSK?

All I can think of is that when you re-formatted your drive you lost or corrupted the DOS partition. Try a low level format of the Hard Drive and re-install DOS. WARNING! such a format will erase all your data. Check the settings in your SETUP file to make sure that the number of heads, cylinders and so forth are correct. You've got a record of them somewhere, I'm sure.

Without more information, that's the best I can do. Hope it works and don't forget to backup everything on your Hard disk before you start. MB.

Pushing up daisies

I've got an Amstrad PC 1512 DD and I recently bought an Olympia ESW 1000C daisywheel printer. Although I'm sure that I've plugged the thing in correctly (there is no other way round it can go) I can't get the printer to work. I use Protext and there isn't a driver specifically for my printer, so I use the standard daisywheel one supplied.

The on-line light won't come on, even when I push the switch next to it. Nor does it perform the 'self test' mentioned in the manual when I turn it on. Even the printing head doesn't do that sort of 'jig' they usually perform. Is the problem compatibility or the driver or what?

I need this sorting out as I have a backlog of work that has to be printed.

Richard Shannon, London E17

If the on-line light doesn't come on at all, it sounds like your printer is broken. Check the fuse and the plug, just in case. If everything is okay there, then take it back to the shop. Incidentally you could also use the Diablo, Quendata and Juki 6100 drivers supplied with Protext with a daisywheel - see which works best. MB.

I was going to buy the new game *Jordan in Flight* until the shop assistant told me it was 386 upwards only. I told him that my friend had a 386 game which ran on his 286. The shop assistant said that this was true but it ran badly.

I have looked at processor upgrades but found they are very expensive. I have noticed comments in reviews about the way games run on slower machines such as my 16MHz. This is another concern as I don't want it to be too slow in the game. Please could you give me information on the following: if I were to buy a speed upgrade how many MHz should I buy? How can a game run badly, i.e. what advantages will a 386 game have over a 286? What is a processor and what does it do? and if all else fails can you recommend a cheap processor upgrade shop.

Stephen Hollis

You seem to have met a shop assistant who knew what he was talking about. The minimum for *Jordan* is a 386 at 16MHz although it needs a 386 or above at 25MHz to be playable. Games are demanding more and more processing power. We have reviewed games that were jerky on a 486DX, and as PC game graphics get better (or programmers get lazier), the 286 will be left further and further behind. The entry level is now a 486SX; even the standard of last year, the 386SX 33MHz is looking lame.

Jordan will certainly run slowly at 16MHz. On an underpowered machine some features such as the digitised speech and sound effects may not work properly, or at all. These are the general faults you can expect on running 386 games on a 286. The really bad news is that a 286 can only address 16 bits whereas 386 and 486 address 32 bits. This makes a huge difference in speed and data handling capability.

You can't simply buy extra speed, that is, a faster clock, and just shove it in. Apart from anything else, they are usually soldered in. The clock in every PC is an oscillating crystal and the other components on the motherboard are chosen with its specifications in mind - such as what speed the RAM chips should be.

The processor is what is fondly called the brains of a PC. It is the component that executes the millions of instructions per second which run the program. Apart from 486 machines, you can't normally buy a processor on its own and slot it in. You will usually have to buy a whole new motherboard. A 386SX 33MHz motherboard should be about £115 and a 386DX 40MHz about £230.

I can't really recommend anyone in particular, I would look at the ads and ask your friends about any good/bad experiences they've had. Make absolutely sure that the supplier knows what computer it is for - Amstrads need a special replacement motherboard. MB.

Those wacky 286s again!

I HAVE SOME questions I hope you can answer:

1. I have a 286 running at 12MHz with 640K base memory and 384K extended memory. Is there any cheap way of speeding it up?

2. Is it worth upgrading my machine to a 386 or 486? and is this expensive?

3. Is an equivalent of AMOS coming out on the PC?

Thomas Fry

1. The cheapest way to speed up a 286 is to fit more memory and configure it to expanded. Also look at a Ramdisk or a disk cache. A disk cache is an area of memory set aside to provide the processor with data at a

faster rate than the main memory could manage. The 486 chip has its own built-in cache memory of 8K. Any other chip will benefit from a motherboard cache - 32K is usual, 64K as much as you will need.

2. However you might find that for the price of such upgrades you could buy a whole new computer. I would advise anyone upgrading now to go straight for a 486. This may be more expensive than the upgrade, but not in the long run. I'm afraid that adding to your 286 is really just delaying the moment when you will have to buy a new computer.

3. I've checked with Europress and they reckon late next year for the PC version of AMOS. MB.

Computer shopper

I HAVE JUST COME into a bit of money and would like to spend it on some sort of PC.

My problem is that I don't know a lot about the technical specifications needed to run the games I am interested in. I would like to be able to play things like *Ultima Underworld* or *Secret of Monkey Island*. I have a PC at work but it does not have enough extended memory to cope with role playing games such as these.

I am interested in CD-ROM and wonder if there are any PC systems that you would particularly recommend to use with CD-ROM.

Rachel Loom, Welwyn, Hertfordshire

The games you mention make serious demands on hardware. I suggest a 486SX 25MHz with at least 4Mb memory and a Hard Drive of at least 100Mb. That should cost about £900. You will need a monitor that is at least VGA and, to get any enjoyment out of the games you mention, a soundcard. Have an idea of what you want to buy and don't be browbeaten by pushy salesmen.

There is no brand of computer especially suitable for CD-ROM. Although some computers come with a CD-ROM drive built in, it will probably be cheaper to buy your own add-on unit later.

On drives, the slowest are the external ones that connect to the parallel port and the fastest are those that use the SCSI interface. In the middle are many perfectly good drives that would be ideal for your purposes. The SC-ROM market is still young and I would give it a chance to get more standardised and cheaper. MB.

Splitting up is hard to do

I HAVE GOT ONE game port on my standard i/o board and two joysticks to plug into it, one regular joystick and one Gravis Gamepad. When I play a flight simulator I want to use my regular joystick and when I play a platform game I want to use my gamepad. I don't want to scabble around at the back of my PC each time I change over.

I would like to know if there is a joystick splitter cable available. If so, where can I get it and how much will it cost? Alternatively, could I make one if I bought all the parts? Or do I have to buy a new games card with two ports on it?

I've seen a 'Dual joystick y-cable' in a US catalogue, but the postage would be about £20.00.

Mark Summerville, Liss, Hampshire

I've never seen such a cable for PC joysticks, and I'd be interested to see what it looked like. The reason is that the 15 way D plug used for joysticks doesn't have a great deal of space inside. You'll soon find this out if you go for your second option and try to make one up yourself. There is really not enough room for two lengths of 15 core cable and you will probably have to leave the hood off. Getting someone else to do will be expensive and the result wouldn't look very good. I think your easiest and cheapest option is to get a two port games card. MB.

Sick of the batch

I'VE GOT AN 'OLD' SBC 286/10 PC with a 386/33 motherboard (1Mb). I use it mainly for games and I've set up a menu batch file. All my games load properly and most return me to the menu. All except SWOTL; when I leave the game all it displays is the last line of my batch file and I have to reboot my system. US Gold said run it from the command line which defeats the object of the menu! Help.

Edward Robson, Hexham, Northumberland

I haven't got the space to print your batch program so I'll describe it. There is a program called MENU.BAT gives a series of choices. A prompt asks for the number against the program and so calls another batch file called 1.BAT, 2.BAT or whatever. A typical example runs

```
@echo off
cls
cd c:\dynamix\baron
baron
cd\
menu
```

The first line stops commands being echoed to the screen, (the @ means that it includes itself). The second line clears the screen and the third line changes the current directory to the directory in which the game is held. The fourth line executes the program. When the program is finished and returns to DOS, the fifth line changes back to the root directory and the sixth line runs MENU.BAT again.

You may have accidentally typed in something after the 'u' of 'menu' - such as a space. This would prevent DOS from seeing it as an executable file. But if it's printing part of the menu program then my guess is that the SWOTL batch file - that is SW.BAT is refusing some of the parameters passed onto it by your batch files. US Gold say that you can't run SWOTL from a batch file, so I guess that's it. You could try changing 'SW' to 'SWOTL' because, to the best of my knowledge SWOTL is an .EXEC rather than a .BAT file. MB.

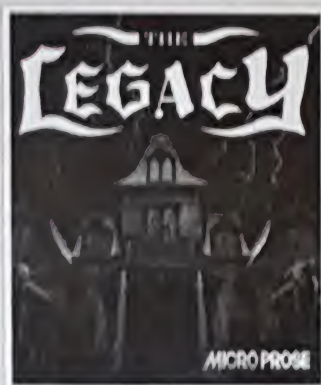
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TROUBLESHOOTER

FEATURING THE HACKMASTERS™ AND THE TRUEPLAYERS™

In the moral war that is Gamesplaying, there are two camps, enemies to the last. In the real world, America has Iraq, Greece has Turkey, and everyone else has the French. In this conflict, the HackMasters™ have the TruePlayers™, and vice versa. It is a pitched battle. The HackMasters™ are labelled 'cheating scum' by the TruePlayers™, and, in turn, they are themselves 'Spotty RPG Elf-Fancying Nonces'. Troubleshooter mediates in this conflict.

The HackMasters™

HackMasters™ and PC Zone take no responsibility for direct or indirect damage caused to software and hardware by the use of the HackMaster™ hacks. It's nigh on impossible to damage anything with these hacks, but, you'll understand, we have to cover our yellow chicken behinds.



THIS MONTH WE joyfully lay waste to Britannia, a place heavily contaminated by TruePlayers™ and all their nauseating trappings (trolls, spell books, runes, people who say 'aye' and 'nay' instead of 'yes' and 'no'). Ultima Underworld II and its sister, Serpents Isle have been truly 'hacked', along with Veil of Darkness and some new fun additions to our X-Wing megahack last month. Enjoy.

Backup

Most, if not all, of the hacks on this page will require changing actual game files. It is then sensible, if not prudent, to back up the file specified in the hack. To do this, simply enter the directory containing the file, say for example SAVEGAME.SAV, and back it up thus:

```
COPY SAVEGAME.SAV SAVEGAME.BAK
```

If you make an bad mistake and/or Eldorado is recommissioned, then restore the files thus:

```
COPY SAVEGAME.BAK SAVEGAME.SAV
```

Simple as pimples. But remember the bottom line - don't ring us, unless it's an emergency or you're really stuck. Then still don't ring us.

Hexadecimal

Let me tell you about the pc. It doesn't count like you and I. We count up in base 10. The pc's count up in base 16. Like this: 01, 02, 03, all the way up to 09 and then 0A (for 10), 0B (for 11), up to 0E (14) and 0F (15) and then 10, which, in decimal, is the number 16. If this sounds complicated then it's because it is. But for the HackMaster's™ experience you only really need to learn a few choice hex numbers (and remember all hex numbers on this page will be suffixed with an 'H' so there's no confusion, e.g. 6AH or FFFFH).

HEX	DECIMAL	HEX	DECIMAL
0AH	10	40H	64
0FH	15	63H	99
10H	16	64H	100
20H	32	08H	200
28H	40	FAH	250
32H	50	FFH	255

Debug

Somewhere in the depths of uncharted territory (i.e. your dos folder) is a very useful program called debug. It allows you to edit files of all descriptions and subtly change the data. It is the program we will use most in the HackMaster™ zone, and since it is the most user-unfriendly program on this planet, a brief introduction/explanation may be in order. Here's a step by step guide to a debug hack:

To run it just type DEBUG in the appropriate directory (i.e. the one mentioned in the hack blurb). It should run automatically and produce a little '>' prompt. If you get a 'file not found' style error then your dos path hasn't been set properly. Refer to the MS-DOS manual and remember the bottom line - don't ring us.

```
1>EPLAYER.DAT <return>
```

Now, once you have a little '>' prompt you should type in the commands listed in the program, starting with the line above, the 'N' command. This tells DEBUG which program is to be hacked. There should be no space between the 'N' and the full filename.

```
2>L <return>
```

This command actually loads the file you've just specified into memory and into the hands of the hacker.

```
3>E 011F v <return>
```

This is the Edit function. Type it as it appears above, i.e. with a space between the E and the address (035b) and the 'v'. The 'v' stands for a value you will enter yourself, ranging between 00H and FFH (0 to 255 decimal).

```
4>E 0145 D2 95 5F <return>
```

If the edit command looks something like this (i.e. a long list of numbers), then press RETURN after the address and debug will repeat your command. Then type in the values which follow (90, 90 etc.) pressing SPACE between each one, except the last when you press RETURN. So the command should be enacted thus (with what you must type in red):

```
>E 4866 <RETURN>
```

```
21FB:4866 D2.D2 <space> 46.95 <space> 87.5F <return>
```

```
>
```

```
5>W <return>
```

This command writes the hacked file back onto the disk. A message saying 'writing xxxxx bytes' will appear, where xxxxx is the size of the file (it varies). Nothing has been changed on your hard disk until you type this command. So if you've made a mistake earlier just quit debug and start the process again.

```
6>Q <return>
```

This quits you back to dos. ☺

All these hacks, like the rest of the magazine, are copyright ©Felden Publications 1993. If you try and pass them off as your own to another magazine, we'll get you both.

The Bottom Line

The bottom line is that you'll have to have a specky chromosome in your genes (or else borrow one) to achieve maximum satisfaction from the HackMaster's™ experience. If you are not very brave or you are having teething troubles then the bottom line is 'do not ring us' unless it is an emergency.

TROUBLESHOOTER

The HackMasters™

UNDERWORLD II

(Origin/Electronic Arts)

To counter the TruePlayer's™ annoyingly complete *Underworld II* final solution this month, the HackMasters™ will exhibit their utter annihilation of the UW2 code. Have maximum skills, reach an impossible level 255, and instantly possess all the magic runes – in a second. Play the game and save the game in slot one. Quit out and change into the SAVE1 directory. Backup the file PLAYER.DAT. Then DEBUG:

PLAYER.DAT

L

```
E 011F 55      255 Strength N.B this
                is the encryption key
E 0120 F6      255 Dexterity
E 0121 4F      255 Vitality
E 0122 F0      255 Attack
E 0123 49      255 Defence
E 0124 16      255 Barehand
E 0125 F       255 Sword
E 0126 28      255 Axe
E 0127 F9      255 Mace
E 0128 22      255 Missile
E 0129 CA      255 Mana
E 012A 45      255 Lore
E 012B D3      255 Casting
E 012C 30      255 Traps
E 012D CD      255 Search
E 012E 18      255 Track
E 012F D9      255 Stealth
E 0130 12      255 Repair
E 0131 D3      255 Charisma
E 0132 FC      255 Picklock
E 0133 E2      255 Acrobat
E 0134 F1      255 Appraise
E 0135 3D      30 Swimming
E 0136 6B      255 Vitality
E 0137 56      255 Max Vitality
E 0138 81      255 Mana
E 0139 05      255 Max Mana
E 013E 09      Level 255
E 0145 D2 95 5F All runes
```

W

Q

The programmers of UWII use a very cunning protection technique. By encrypting their save-game data, they hope to make the code indecipherable even to the arch-HackMaster™. But of course, the UWII programmers badly underestimated the HackMaster's™ spell points. The HackMasters™ hardly broke stride as they tore through the code to give you all the juiciest offsets. Note the first figure (for 255 strength) must be entered as this is the encryption key for the whole save game – if you don't give yourself 255 strength your stats will come out a little haywire when you load the game. Note also that Swimming skill is only set at 30 – this is because of a strange bug in the game, which means if the skill is any higher, you drown. Yes, drown – even the HackMasters™ huge brains couldn't fathom this out.

TRUEPLAYERS™ BIN



In the TruePlayers™ wastebasket this month: Paul Rodgeron and his solution for Rex Nebula.



The imposing Guardian in Serpents Isle searches in vain for his packet of Clorets.

ULTIMA 7 PART II – SERPENTS ISLE

(Origin/Electronic Arts)

Why should the HackMasters™ go to all the bother of a-hacking and a-cracking the latest games when the programmers stupidly, stupidly leave a built in cheat-mode in their finished games? Such is the case with *Serpents Isle*, the latest RPG TruePlayer's™ wet-dream land extravaganza. To activate the cheat run the game by typing:

SERPENT PASS

with a space between the two words. The game will run as per usual but now use the following 'hot-keys' during the game:

```
F2 and then B      Shows NPC info
F2 and then E      Tag NPC with number
F2 and then T      Teleport to NPC
F2 and then S      Set time/date of
                    Britannia
F2 and then +/-     Increase/decrease
                    time speed
F2 and then L      Current location
F2 and then I      Examine NPC
F2 and then M      Modify NPC
                    (dangerous)
F2 and then C      Create item
F3                  Go to map location
                    (point'n'click)
F5                  Cast spell (type
                    spell and then enter)
F6                  Read object – type
                    number and then enter
ALT-1               Sound effect test –
                    type number and enter
ALT-2               Sprite effect test –
                    as above
ALT-3               Music test – ditto
```

This game cannot corrupt your actual game data but may have some adverse effects on your save games, so back them up. The HackMasters™ will not be held responsible.

VEIL OF DARKNESS

(US Gold)

Hot on the heels of last month's rather 100% Spoil Book solution is this hack to make your toils in gothic RPG land a little 'easier'. Save a game in slot one and then backup the file NSAVEGAME.DBS. Quit out and run debug, using the following offsets:

NSAVEGAME.DBS

L

```
E 5259 FF      255 Hit points
E 525B FF      255 Max HPs
E 52BA FF 09   255 kg ENCUMBRANCE
```

XWING – MORE!

(US Gold)

We had a huge amount of mail for this game – most of it too late to add to our X-Wing mega-hack last month. Michael Smith, Colin Hardie, William Lamond, and Mark Andrew sent in hacks we had already and sadly printed. But weep not, Gavin Clark, Richard Owen, and J. Gosland (together yet independently) sent in these additions (create a pilot called CHEAT and then exit and use debug).

NOHEAT.PLT

L

```
E 010A 01      Corellian Cross
E 010B 01      Mantooine Medallion
E 010C 01      Star Of Alderaan
E 0320 01 01 01 01 01
                    X-wing Historic
                    Mission Patch
E 0330 01 01 01 01 01 01
                    Y-wing Historic
                    Mission Patch
E 0340 01 01 01 01 01 01
                    A-wing Historic
                    Mission Patch
```

W

Q

They also sent in exhaustive lists of other boring offsets to change scores and such like. These aren't bad boys, but unfortunately the HackMasters™ can only offer you three the rank of Neophyte HackMaster™. In order to attain the position of HackMaster™ General or Arch-HackMaster™ Ninja King Emperor, you have to come up with hacks like this:

DESIGN YOUR OWN X-WING

Using a copy of PC Tools or Xtree Gold you can now fly an X-wing with your own flight characteristics. Backup the file FLIGHT.OVL in the main XWING directory and then change the following bytes in that file:

```
2B607 F4 01      Maximum (500) engine
                    power
2B609 98 3A      Max front shield
2B60B 98 3A      Max rear shield
2B610 27          Max Hull Armour
2B612 45 01      Maximum top speed (144)
2B615 10          Max acceleration
2B61E 30          Max roll rate
2B620 32          Max pitch rate
2B671 09          Left missile launcher
2B679 09          Right missile
                    launcher
```


The TruePlayers™

ULTIMA
UNDERWORLD IIPart
Three

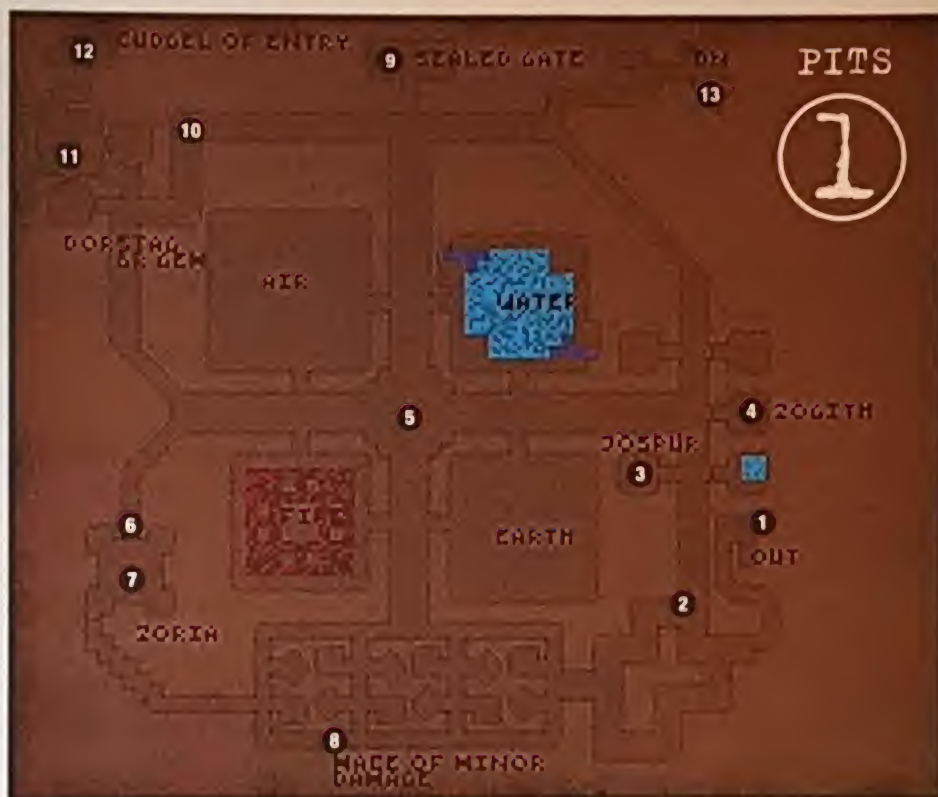
The greatest game
that ever lived! The
greatest solution
there will ever be!

THE PITS OF
CARNAGE

SO LET'S RECAP. You've wandered through levels of sewage, goaded a troll to commit mass goblin genocide, chipped in with a traitorous sorceress, flooded an entire world, changed the entire social direction of another world, and won the wizard's 'Krypton Factor' - all in a days work for Avatar. Now we're on the last leg of the *Underworld II* trek and now it really starts getting tough.

PITS LEVEL 1

AFTER TELEPORTING back from the mages quest, whip up to the castle, jaw with Miranda, get your gem heated by Nystul and then sleep. You're going to need loads of vitality for the next level. Spend some time storing any non-useful items and ready all offensive objects - scrolls, wands, magic weapons, armour. We're about to enter the Pits of Carnage, where the sharp end of a five metre broadsword is the only language they understand. Once you're ready, go back down to the gem and fuse the blackrock gem. Enter the South-West facet.



This is the Pits of Carnage. Talk to Krilner and be rude to him - he wants to be your slave. In return, he'll inform you that this world is a world ruled by combat and a mighty (pah) warrior called Dorstag. The only way you can achieve anything on this level is to build yourself a 'reputation' by killing about three of four warriors in combat. When you talk to any of the characters wandering about you'll invariably be challenged to a fight in one of four arenas. The arena of Air has a variety of bounce plates and clouds which provide useful missile vantages or escape routes. The Water arena is icy and annoying - avoid it. Fire is rife with fireballs and lava - again a tricky one to master. The arena of Earth is your best bet - it's flat and well, earthy. Most of your opponents are tough and very agile.

- | | |
|---|--|
| 1. Start. 2 bottles of water. Krilner (your slave). | 9. Dream spice. |
| 2. Magic longsword. | 10. Reveal scroll |
| 3. Jospur. | 11. Dorstag (carrying blackrock gem, crossbow and 8 bolts) |
| 4. Zogith. | 12. Helmet, plate boots, leather gloves, leather vest, broadsword, cudgel of Entry, plate leggings, hand axe, 24 coins, gem, golden coffer (scroll of fireball, wand of Cure Poison with 7 charges). |
| 5. Dream spice and telling graffiti | 13. Down to level 1. |
| 6. Fire rune. | |
| 7. Zoria. Des and Por stones, basilisk oil, potion of greater heal, scroll of Flame Wind, wand of Magic Arrow (19). | |
| 8. Mace of Minor Damage. | |



and don't succumb easily to lava or ice – so preempt your opponents by insulting them first and then choosing the Earth arena. Once you've killed a few then graffiti at 5 on the map will change from 'Dorstag Lives' to 'Avatar Kills' (or something). Now you are free to explore the level.

Talk to Zogith who will dispense some info on Zaira, a stropky sorceress. You will eventually have to kill her as well. Build up your strength and when you're ready go to see Dorstag in his North-West lair. Comment on his unattractive scar and you will be able to choose an arena. Choose Earth and prepare yourself for a tricky battle. I killed Dorstag by using an invisibility scroll and then stabbing him in the back of the neck. Whatever your tactic, use Missile Protection to hamper his crossbow attacks. He is immune to missile attacks himself so a touch of Iron Flesh and close combat will do the job. Once 'cleansed', Dorstag yields this levels'

blackrock gem. But don't go back yet – there's much more to do.

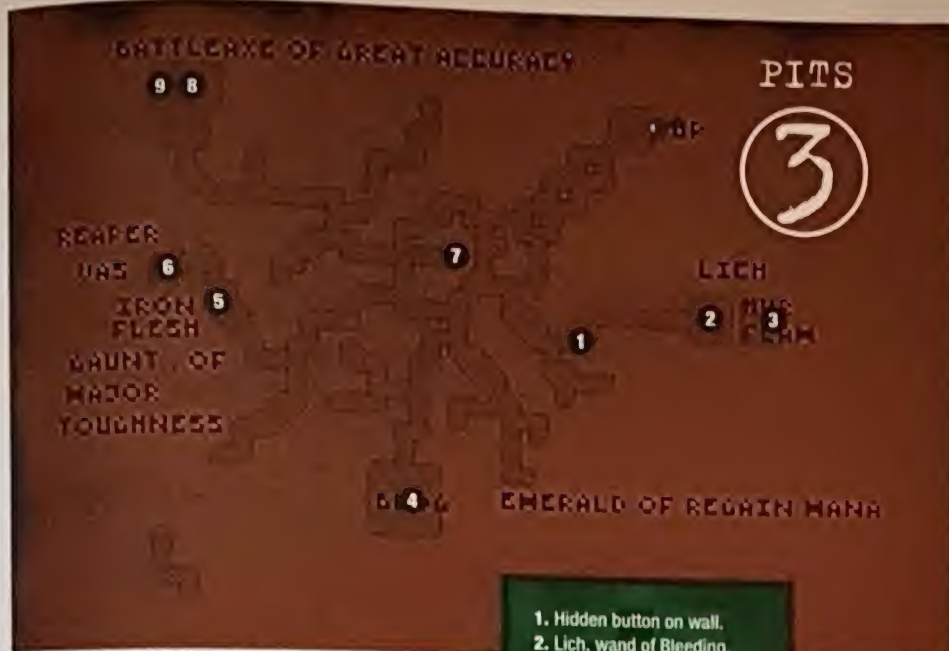
Take on Zoria in the Air arena, engaging her in close combat to inhibit her fireball attacks. Once she's dead, ransack her offices in the South-West corner for lots of goodies. There is a secret room behind Dorstag's room containing a cudgel of entry amongst other things. As soon as you open the secret door (picklock or Open spell) his cohorts will attack. So dash in and dash out to minimise damage. Now you're ready for level 2.

PITS LEVEL 2

EXPLORE THE WINDY first area of level 2, killing bats and reaping goodies. You can skip the preamble of reaching the bridge by casting a Levitate spell or you can take the long goody-strewn

scenic route. The secret door and artefacts at 7 are protected by a golem. Luckily, this hunk of earth can't get through the door. So stir him up with a few sword strikes and then retreat tactically back through the door and shoot a million missiles into his chest. Trek all the way around and cross the bridge into the portcullis maze. I bypassed this hassle by casting a load of Open spells. Zoranthus, the mage, awaits on the other side with some interesting info. He wants a certain wand of Deadly Seeker (to be found in the ethereal void later) and in return will give you a djinn, air elemental, stored in a bottle. You will eventually have to store the djinn in your body to blow the horn of Praecor Loth to destroy the blackrock gem. Write down what he says about filanium, lava and the Sigil of Binding. This is important. Once you're ready, head North, kill a tough hordling, and go down to the next level.





PITS LEVEL 3

FAIRLY TRICKY LEVEL this. Aside from the annoying windiness of its corridors, there are also about five or six very tough reapers lurking about. The best strategy for these is to back away from them, piling them with missiles and preferably fireballs. Don't back into a dead end however, or you will die. Be careful when approaching the lich to the East - it's guarded by several undead skeletons and ghosts and is over-liberal with fireballs. The troll Blog is very stupid and useless. The dire reaper to the West is best tackled from afar with fireballs. Aside from all this drama, there's not much else apart from a few choice goodies here and there.

THE TOMB OF PREACOR LOTH

HOORAY - WE ARE GETTING closer and closer to the end. Once you've cut a bloody swathe through the Pits of Carnage, head back to castle Britannia for another bloodbath. This time in Nelson's room. Patterson at last reveals his true nature by stabbing Nelson in the neck. There's no way you can prevent this heinous crime so let it happen and then punish Patterson by destroying him. Tell the guards it was 'justice' and then get on with the game. Warm your gem and then nip down to the blackrock gem. You can now enter the last (sane) level - Preacor Loth's tomb.



1. Hidden button on wall.
2. Lich, wand of Bleeding, Hur, Flam. Use Reveal scroll from level 1 to gain access to anti-chamber.
3. Hidden room. 3 potions of Basilisk oil.
4. Blog.
5. Very tough reaper. Need rock hammer to get through.
6. Potion of Iron Flesh, gauntlets of Major Protection, wand of Magic Arrow (29), scroll of Heal, leather cap of Missile Protection.
7. Globe.
8. Battle axe of Great Accuracy.
9. 37 coins - unblemished sceptre.

TOMB LEVEL 1

THE TOMB IS ON four levels, the third of which is very big and complicated. Seven map pieces are distributed across the first level, guarded by a broad range of puzzles and nasties. The North West corridor is a cave-in. Use the rock hammer to penetrate the rubble to find the blackrock gem, a map piece, and some bones. Pick up the bones (you'll need them later). Click on the map piece to copy it into your map and then discard it. The eastern passage contains one metal golem and two Earth golems. The Earth golems will only attack you if you get too close. Their metal chum contains the map piece so he must be destroyed. I used missile weapon and spells from way down the corridor and then slept to minimise damage. The skeletons in the South passage will attack the moment you steal the map piece from the altar. So use the element of surprise and attack them first. The passage to the North-East is cunning. The door is actually a decoy for a secret door on the opposite wall. The northern passage is full of placid spiders who will only attack if you do. Head over them and up to the next level. ☞

1. Spiders. 2 gold and some eggshells.
2. Secret door. Map piece (centre).
3. Fire elemental. Map piece (E), breastplate of Very Great Protection.
4. Longsword of Stone Strike. Mushroom, bottle of wine, broken wand, map piece (NE).
5. Ten skulls and map piece (NE).
6. Map piece (W).

7. 2 earth golems, 1 metal golem and map piece (SW). Two gold coffers containing: red potion of Restoration, perfect goblet, red gem, blue gem, cursed plate gauntlets, emerald, ruby.
8. Blackrock gem, Serviceable axe, Trystero's bones.
9. Breastplate. Longsword of Great Accuracy.
10. Map piece.



TOMB

2

2 JEWELLED MACE

DN

A. MOLLOY

B. TRYSTERO

C. REEF

LEATHER VEST OF UNSURPASSED TOUGHNESS

11 UP
TOWER SHIELD OF
VERY GREAT TOUGHNESS

10 HELENA

UP

1. Dreamspice. Signet ring.
2. Fishing pole. Jewelled mace, 5 coins.
3. Leeches.
4. Dreamspice.
5. Dreamspice, quiver (12 arrows).
6. Molloy. Dreamspice.
7. Reef. Mandolin.
8. Trystero.
9. Lots of spice. Leather vest of Unsurpassed Toughness. Wand of Flame Wind (3).
10. Helena.
11. Scroll of Open, tower shield of Very Great Toughness.

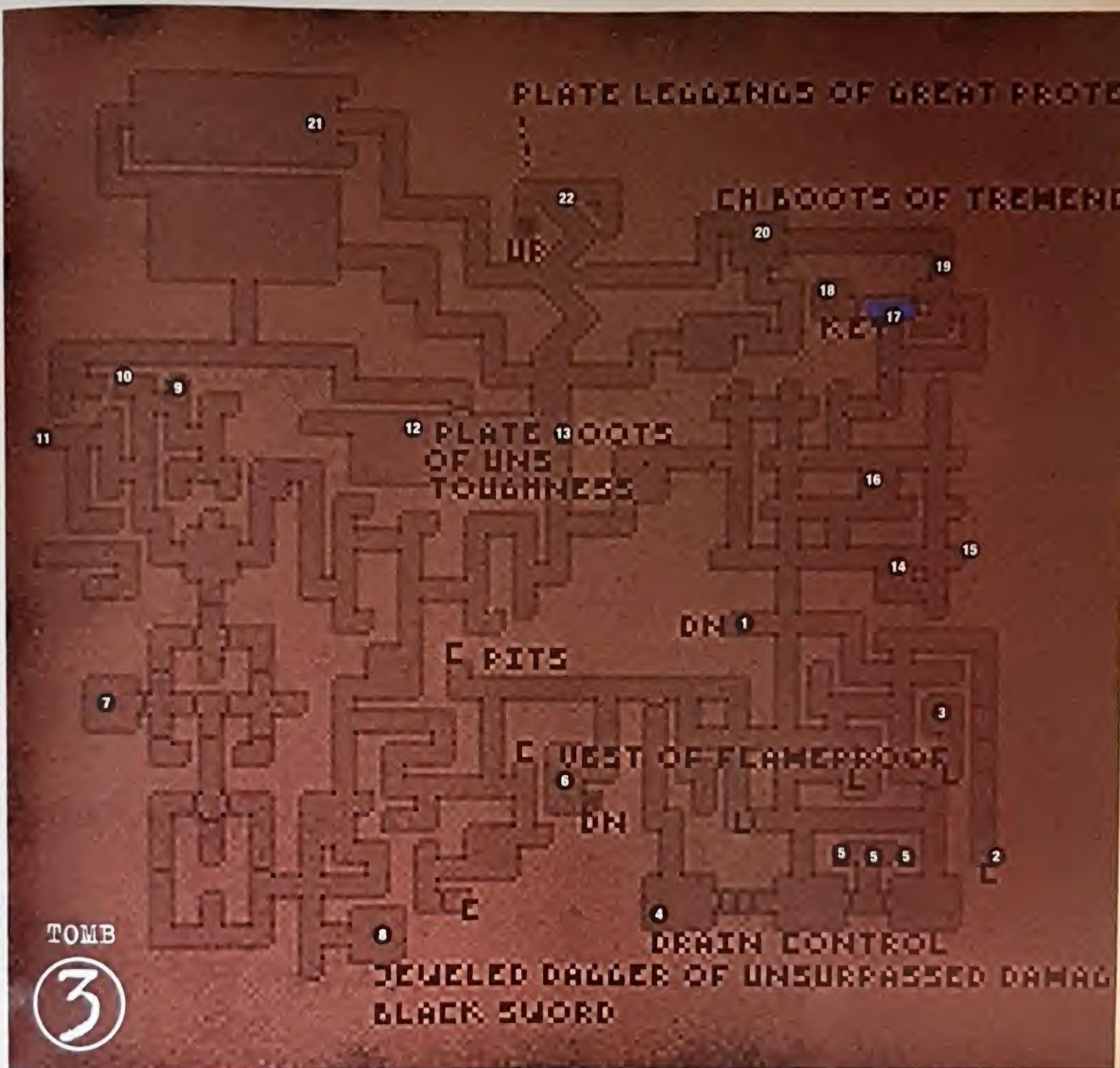
TOMB LEVEL 2

THIS IS A FAIRLY straight-forward exploration level. The tombs contain ghosts and skeletons, some of which (Reef, Molloy, Trystero) can be spoken to and shouldn't be killed. Helena to the South will give you precious info on Loth and his three rather tough bodyguards. The inaccessible chambers to the South-East can only be reached with a portal spell. When you're feeling very tough go up to the big level.



TOMB LEVEL 3

THE BIG ONE. This level is tough and complicated. There are basically two routes to the end - short and long. The long route while safer, is tricky and annoying. The short route will require you to be able to cast an Open spell and Fire Protection. Firstly, you must release the dam control. Head down to the South-East corner and gain access to the control by flicking all the levers marked 5 on the map. Then thumb the control lever at 4. Go back to the eastern portion and talk to Silanus for some important info. The eastern maze is a nightmare of pressure pads and fireball/lightning bolt traps. Run through this and head straight for the exit up. Don't worry about the rest of the level if you doubt your toughness. ■■



1. Silanus.

2. Lever.

3. Crossbow, 20 bolts, dream spice.

4. Drain controls.

5. Levers to open control room.

6. Vest of Flame Proof.

7. Levers.

8. Mace, longsword, blacksword, axe, light mace, dagger of Unsurpassed Damage, sword, dagger, 2 leather caps, 2 helmets, chain cowl.

9. Sceptre, goblet.

10. Tower shield.

11. Lantern.

12. Plate boots of Very Great Toughness.

13. Buckler of Unsurpassed Protection.

14. Potion of Speed.

15. Helmet of Very Great Protection.

16. Breastplate of Protection.

17. Hidden switch (low on the wall)

18. Helmet, scroll of Levitate, bow, quiver (14 arrows), 6 leeches, rock hammer, key.

19. Secret door.

20. Chain boots of Tremendous Toughness, potions of Greater Heal and Thickskin (behind barrel).

21. Infinite skeletons.

22. Wis, Ex, leggings of Great Protection.

TOMB

4

CROSSBOW OF
UNSURPASSED
ACCURACYUMBRIA - HUB
FLAME TRAP
MAIL LEGGINGS
OF GREAT TOUGHNESSLETHE - FLAM
BLACK SWD OF
GREAT ACCURACY

PRAECOR LOTH

JEWELLED MACE OF UNDEAD BANE

1. Use Open spell. Don't flick the switch - it's a trap.

2. Morphius (carrying a Nox stone and 5 lockpicks). Axe of Great Damage.

3. Hidden booby-trapped ante-room. You can only reach it by portalling across the gap. Once in you can't get out!

4. Flame trap.

5. Umbria (carrying Vas and Hur stones). In the chests: cursed helm, mail leggings of Great Toughness, crossbow of Unsurpassed Accuracy, 20 bolts.

6. Orb.

7. Lethe and black sword of Unsurpassed Accuracy.

8. Monster Menagerie. Key, and lever to open door at 9.

9. Double doors.

10. Praecor Loth. Mace of Undead Bane, banner, crown, scroll of Freeze Time, perfect goblet.

TOMB LEVEL 4

BE VERY HARD before you even walk up the stairs to this level. Praecor Loth awaits in the northern most chamber but before him are three of the hardest enemies you will come up against. The first is Morphius - a tough thief with poisoned weapons. He's very quick and very tough. There is no firm solution for beating him other than running down the corridor and sleeping. It is technically possible to avoid all three liches - this may be a good strategy if you're a wimp. Use Silanus' key to open the door and down the passage to Umbria, Loth's magician and his two golem chums. Whether you slay him or avoid him, you have to get across the room to the East. On the far side you will find a pentacle with candles. Throw the candles off to gain access to Lethe - the last and toughest warrior. Kill Lethe and enter the monster menagerie to the East. Open the door with Silanus' key and flick the switch. The double doors will now be open, revealing a chasm and Loth's tomb on the other side. Balk not! Walk across the gap (there's an invisible bridge) and exchange a few words with Loth. Convince him he is deluded and that he is actually dead. He will get a little upset but will slip you the horn as a reward and then disappear. Reap in the goodies and then get the hell out.

THE ETHEREAL VOID

YOU ARE NOW CLOSE to victory. Well, closer. Here's how to finish the game from here in seven easy steps.

1) Take the gem back to Britannia and get it warmed up. Store the horn in a safe place and train up on mana and casting. You'll need the Fly spell in the ethereal void. It is also unmappable so you can forget that. Take the gem downstairs and teleport to the void.

2) The room you're facing when you arrive is the shrine of Spirituality - containing the last blackrock gem. To gain access to it you must complete four quests in each of the four zones of the void, coloured coded red, yellow, blue and white. Strengthen up and follow the red paths. You should meet Mokpo the Mad who'll give you some advice. The red level is hell - literally. But at the end of the lava pits, imps, hordlings and other horrible satanic things, is the wand of Deadly Seeker required by Zoranthus. I cast Freeze Time to survive the battle for possession that ensued.

3) On completion of that zone the moon gates will take you to a pyramid. You will notice that the top square is red for the zone you have completed.

Walk diagonally across the pyramid until all the steps are turned red. The white teleports in this area will lead you to the Sigil Of Binding. Don't worry about that now.

4) Wop back to Britannia, either by dying or finding the black rock monolith in a plain of multi-coloured squares. Now, making sure you are carrying the amethyst rod and a spider egg, go to world II, Kilhorn Keep and see Altara. Tell her you've killed the listener and she will describe to you how to destroy the Guardian's power-lines in each of the worlds. She will make a magic staff from the rod and the egg which, when activated in a certain room of each world, will destroy the power-line of that world. The locations are as follows: Bishop's cell (Goblin World), secret room with brain monsters (Kilhorn Keep), the drowned city plaza (Ice World), Blii Skup Doctosnore room (Talus), room with the pentacle (Mages School), northern most chamber (Pits Of Carnage), collapsed North-West corridor (Loth's tomb), pyramid room (Ethereal void). Go to all these locations and use the wand. The room will tremble and flashing lights will appear if you've got it right. While you're in the Pits Of Carnage, swap the wand of Deadly Seeker for the djinn bottle.

5) Go to the ice world and straight to the South-East corner of level 2. There is a muddy pool there containing the filanium. After killing the yetis, throw four bottles of basilisk oil in the mud and then jump in yourself. A message should say that you've been coated in mud. Right, now go to any lava pit and jump in. You'll then be told that the mud has hardened.

6) Eat some dream spice and then sleep. In your dream you will appear in the shrine of Spirituality. Pick up the gem and throw it out through the bars. You should wake up after a while. Go to the ethereal void and follow the yellow path. Travel through the maze until you find two aggressive brain creatures. Kill them and collect their eyes. Paint the pyramid yellow as you did before. Follow the blue path and give the eyes to the dumb man. Follow the undulating path which appears until you reach the *Ultima I* maze - a wireframed dungeon populated with stickmen. Get through the maze and you will end up on the pyramid. Paint it yellow and a new teleport will appear on top. Don't go through it yet. Go through the white moongates to the Sigil of Binding. If the skull is getting on your nerves, cast Tremor three or four times to destroy it. Cast Iron Flesh and smash the bottle. The djinn will fuse with your body. Wow! Now go through the pyramid portal to the shrine of Spirituality and retrieve the gem (NB, if you're having trouble, cast Levitate at the starting point of the void to reach the ledge and then cast Portal to get through).

7) Nearly there. Take the blackrock gem back to Britannia, get it warmed and fuse it with the big gem. The whole thing should light up like a ferris wheel. Teleport to Kilhorn keep and go to the guards' room to confront Mors Gotha. You cannot beat her yet. The Guardian teleports her away, but she leaves the important spell book. Pick up the book and head back to Britannia and give it to Nystul. Oh no - Mors Gotha has arrived. Kill her and all her minions. You're now free to go to the throne room and blow the horn.



Thanks to John from Sheffield for additional info.

The Peace Table



IF HELP is your cry. If you are trapped in a labyrinth, stuck in a lava pit, or just hemmed in on all sides by trolls, The Peace Table, international gaming peace-keeping force and monotonous bureaucratic process, may come to your aid. If you write in politely enough.

FORMULA ONE GRAND PRIX (Microprose)

Mercy Langham, Poole: I'm getting bored by Microprose's *Formula One Grand Prix*. Isn't there anything I can do other than go round and round a track all day?

Peace Table: Yes there is, Mercy. And may I take this opportunity to say how amusing your name is. Ha-ha. When you go to church, kneel down, and say 'God have mercy on me' it must take on an entirely new meaning.

Mercy: Hello? Hello? *Grand Prix*? Anyone there?

Peace Table: Yes, I am still here. Here's what you do - courtesy of Mark Crowder from Kent. Load the game and select the 'USE KEY' option. Go back to the main menu and select the Help Option Setup menu. Set everything to 'yes' except Self-Righting Spin, and then return to the main menu. Now go to the Game Options menu, choose Race, and alter the Race Distance to about 15%. Right, now start a new championship season. Don't waste time qualifying, go straight to the race. You'll be last on the grid but no matter. While you're waiting for the green light hold down the 'Z' key and press the spacebar. Where your gears are normally shown there should be a little 'U' arrow. When the lights go green wait for a couple of seconds and then turn 180 degrees by holding accelerate and 'Z'. Now you can drive around the circuit in a hilarious opposite direction. Crash into every car and smash them out of the race. Once you've destroyed the opposition turn around and complete the track. Wow - you've finished. Will this do Mercy? (And if it won't please have 'mercy' on me.)

Mercy: Bzzzz... click.

Peace Table: She's gone.

CAPTIVE (Mindscape)

Vickie Cello, Leyton: I'm stuck in *Captive*. Well, bored of it actually. But I must complete it because the sequel's coming out soon, and I'm one of those sad TruePlayer™ gits who can't play a sequel until they've completed the first one.

Peace Table: Oh Lordy, I bet you're fun at parties.

Vickie: Look, can you help or not?

Peace Table: Of course I can. My resemblance to Patrick Moore isn't purely cosmetic you know. If you're bored of *Captive* why not try a few of these hints sent in by Martin Shuttleworth of Stockport.



Play Captive the TruePlayer™ way.

"When you buy refill canisters from the shopkeeper for the flambois and acid dispensers, they only contain 10 shots. If you then place the flambois canisters into any fire pit, they change to 60 shots. And if you place the acid canisters in any of the acid pools on the floor, they become 50 shots. Also if you have trouble from step one, different names give different properties to your droids. Some of the better names you can have are: Ann Droid, Fishface, and Papillion."

Vickie: Thanks Peace Table.

Peace Table: S'Alright.

ULTIMA 7 Part II (EA)

Craig Morgan, Liverpool: Dear Peace Table, I'm stuck in *Serpent Isle* in the knight's test. I've found the claw but I can't find the urn anywhere. Also, when I pushed the button on the wall near the assassin, the hidden passage just seems to be a small empty room.

Peace Table: Why don't you use the HackMaster's™ cheat?

Craig: (rather snottily) I'm a TruePlayer™. I don't use cheats.

Peace Table: Oh okay (sigh)... there's a hidden door in the 'empty' door. To gain entry, click along the walls to find the button. It doesn't look like a button. It looks like a rock, raised a little halfway, up the west wall of the North-South hallway. This should help.

Craig: Thank you.

Peace Table: (aside) Should have used the cheat.

Craig: What?

Peace Table: Oh nothing.

And so, this is the end of another packed Troubleshooter (featuring The HackMasters™ and The TruePlayers™). Next month we will be having a complete TruePlaying solution to *Shadow Of The Comet*, while the HackMaster™ will be delving deep into *Strike Commander* and *The Legacy* (maybe). In the meantime send any hacks, tips, solutions and faintly obsequious requests for help to Troubleshooter, PC Zone, 19 Bolsover Street, London, W1P 7HJ.

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BOARDS

In this month's PD/Shareware round up **Mark Burgess** casts his eye over a big batch of games from Epic Megagames, Apogee and Software Creations. Plus a look at Windows.

(Right) **Monster Bash**: armed only with a catapult, you must rescue all the pets. (Below) It looks cute but it's tough and addictive.



PD/Shareware

OFF THE BOARDS

(Below) Smooth graphics in **Ken's Labyrinth**; a game to play while you wait for **Doom**. Cod in diving suits and a full array of enemies.



KEN'S LABYRINTH

KEN'S LABYRINTH is a *Wolfenstein*-type game without the violence. You still get to shoot things, but they burst like balloons rather than collapse in a heap of gore. The general plot is that the inhabitants of the planet Zogar experiment on aliens by placing them in a labyrinth full of hazards. They have decided to test the most intelligent life form on earth and so have kidnapped your dog Sparky.

You have to rescue Sparky and face the vicious leader of the Zogarians, the large and ugly Ken. The game has excellent graphics with smooth scrolling and digitised speech. The corridors you blunder through are varied and detailed and there are many different enemies to kill ranging from cod in diving suits to frozen ghosts and pool balls.

Minimum requirements are 512K RAM and the programmer, Ken Silverman, reckons it could run on a 286. Wouldn't like to try it myself. Needs VGA. Registration brings you two extra episodes and costs £36.00 inclusive from PSP.



MONSTER BASH

MORE PET TROUBLE in *Monster Bash* by John Maddin for Apogee. You are Johnny Dash, a fairly unappealing looking kid with a baseball cap and polka dot pyjamas. The aim is to free various pets stolen by Evil Chuck. The levels are varied, with leaping through trees and scampering through tunnels being the usual demands. Most levels have an underground level from which you can escape - although at times it looks as if you're stuck. There are lifts or rope ladders to help you.

There is a fair amount of problem solving in the order things need to be done and how objects should be manipulated. If you've ever played *Rescue Rover* you will know the kind of thing. Beyond all that, this is a tough, addictive EGA platform game with a cute character. Collision detection is noticeably sloppy in parts - it's one of those games where you can walk on thin air. Joystick and Sound Blaster (needs 200K EMS) supported. Registration £25.50 inclusive from PSP.



(Right) Fast action and daylight bombing in Zone 66.
(Below) Kane offers you your first mission in Solar Winds. Go on, betray him.



SOLAR WINDS

SOLAR WINDS is a space adventure in which you play Jake Stone, bounty hunter. The solar system in which you cruise around is in turmoil. The government is cracking down on rebels who are strong on technology for the people and let girls join their gang. First thing you notice about the government lot is that they all have grey hair and beards – sort of Kenny Rogers look-alikes. The other baddies look like ferrets. These are the Riggins and your destiny is bound up with them. Gosh. There is also a mystical sub-plot dealing with the outer rim and so on.

The missions are challenging enough and what you say to people affects the outcome of the game (though you can get by with using the list in the order it appears). But there are two problems. First, the missions are too few and too easy. Second, your ship traverses the large galaxy at a numbingly slow speed. Reviewers make jokes about going to lunch and coming back to find nothing has happened, but this is the first program I've had where that is absolutely true. On normal power you go at about a sector a second. That might sound okay to you, but what about going from the Riggins system (-1774, 1290) back to the government planet (-12, 12)? Come back London Transport, all is forgiven!

I was able to type up all of this page during that particular journey – nearly an hour – and this on a 486DX at 25MHz. They say it's like *Elite*, but it's not in that league. It has the basics of an absorbing space trading game with good graphics and features. But it's so slow.

All these games are being handled through PSP (023 208 288) who provided the review copies

ZONE 66

THIS IS A very good shoot 'em up indeed. The backgrounds are beautifully drawn and the action is fast and furious. Zone 66 is a full 32-bit game and so needs a 386 or above machine. Because it runs in flat protected mode you cannot have any TSRs loaded and must remove all memory drivers. It won't work with Stacker – or any other compression utility – either. It needs at least 2Mb RAM. Registration for the basic version is £20.00, which gives you seven extra missions. Extra missions are available on a separate disk for £15.00 or £30.00 for both disks, excluding VAT and £2.00 p&p.

HEXXAGON



HEXXAGON IS a rather strange game from Software Creations. It's a mix of Reversi, Go and (Conway's) Life. Pieces move one square by 'splitting', and

two squares by jumping. Land next to your opponent's pieces and they turn into your own. You can play another human, the computer or watch the computer play itself. Graphically very good, a novel program and very addictive. Runs on a 286 or above, needs VGA and supports Sound Blaster and mouse. Registration £25.50 inclusive from PSP.

JETPACK

ALSO FROM Software Creations is Jetpack, written by Adam Pedersen. It is a sort of Crystal Caves/Manic Miner thing. You collect all the jewels on each level before you can progress to another. Ladders, teleporters and your trusty jetpack help you. Spikes, missiles, robots, water and ice bricks are amongst the hazards. Good, if small, VGA graphics with challenging gameplay and a level editor. If you get stuck on a level you can warp to the next one by pressing 'backspace' and '. Be warned – you can only do this twice in a game and there is no 'save game' feature in the unregistered version. Registration £25.50 inclusive again from PSP.

Back by popular demand!

What is Public Domain and Shareware?

PUBLIC DOMAIN: This is software that's free. You can copy and distribute it as you like. The only conditions are that you do not pass the work off as your own, do not incorporate it in another program without due credit and, of course, that you do not charge money for something you have got for nothing.

SHAREWARE: This is software that asks for a registration fee, either after a specific time or 'if found useful'. The fee varies enormously and you are morally obliged to pay it or stop using the program although it is true that many programs ask you to send \$5 to an address in Wichita. Registration brings the latest version of the program, a place on the mailing list for updates and often a properly printed manual. Not to mention that lovely warm glow of moral satisfaction.

OTHERS: Bannerware/Adware – this is a program where the author does not ask for any payment but reserves copyright. This means that you have a free license to use and copy the game.

Demonstrations – many commercial software houses will release a playable demo of their latest games so that you have some idea of what you're expected to pay £50 for. Not often found in libraries, they tend to live predominantly on the cover of magazines or on bulletin boards.

What do you get?

The disk should contain a file called READ.ME or README.1ST. Read it by typing TYPE README.1ST MORE. There will also be some sort of batch (.BAT) file. Typing in the name of this .BAT file should load the program.

Most programs will come in archived form. This is because the library is trying to fit as much information as possible on a 760K disk. The files will have extensions like .ARC, .ARJ, .LHA, .PAK, .ZIP or (very rarely) .ZOO but don't worry because the disk will come with a program that will decompress the files, together with instructions on how to use it.

WINDOWS



WINDOWS SHAREWARE is heavily biased towards utilities. Many of these are excellent and a few are indispensable. Certainly, Windows 3 was nearly unworkable without shareware add-ons like Navigator.

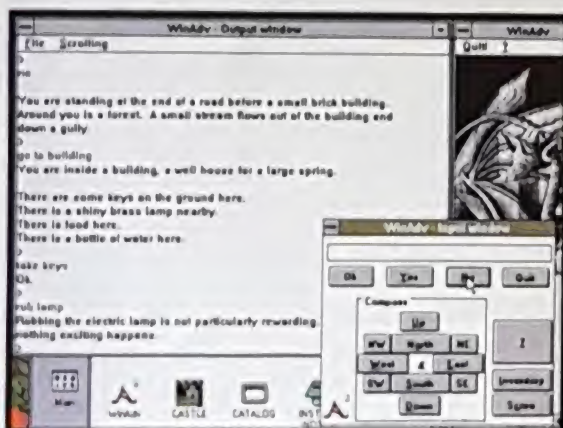
Games are a different story. Windows has more card games and versions of solitaire than you could shake a stick at. There are strategy games and some graphically primitive RPGs. Wargaming is well represented but arcade fanatics are likely to be disappointed. This is fairly obvious really when you consider the number of drawing calls a half decent shoot 'em-up would make. And who in their right mind would want to play an arcade game that ran in less than the full screen?

You will wait a long time for a Windows version of Commander Keen or Galactix. Windows shoot 'em-ups tend to be versions of old classics like Pacman, Missile Command and Space Invaders. This is okay by me, of course but people used to the recent, classy, shareware productions will think that they're in some sort of time warp.

Omicron Systems have ploughed a lonely furrow as a firm that deals in nothing else but Windows shareware. How is the market looking?

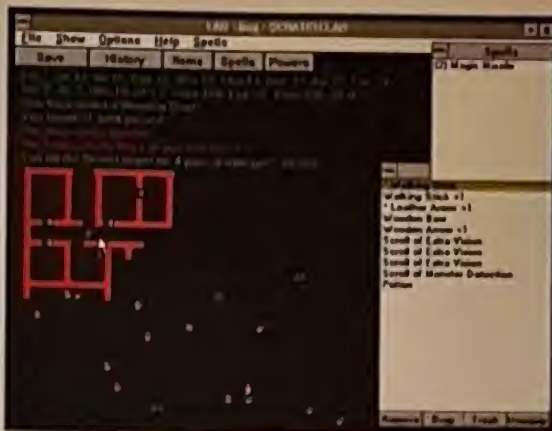
'Still moving, and moving upwards', says Mick Ekers of Omicron. 'the Windows market shows no signs of stopping.' Mick is confident that the day of DOS utilities are numbered. On the games front, he pointed out that the new Tandy Multi Media machine will run everything under Windows making games easy to port across.

At the moment adventure games are as popular as Windows shareware. It's easy to see why: the graphics don't need to be brilliant nor do they need to be updated often. Having windows all over the place in a kind of war room mode is, of course, just what Windows was made for. Here is a selection:



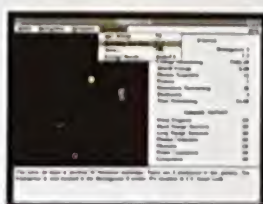
WinAdv

YOU ARE STANDING at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully... probably the most famous opening words since 'Last night I dreamt I went to Manderley again'. Yes, this is a port of the classic text adventure, *Colossal Caves* in a very nice Windows version by Alan Phillips. Text entry - as you'd expect - with buttons for various directions. The parser has a limited vocabulary and only scans the first six letters. Full on-line help and information. No fee.



LAD

ANOTHER VENERABLE GAME. If you don't remember the original *Hack*, you might recall *LAN* for the Amiga. *LAD* (Local Area Dungeon) is a graphically primitive game but it has a large number of levels and some knotty problems to solve. The information about each level is stored as a text file, so you can always edit and generally muck about. The Registration fee is \$20.00 - on unregistered versions an annoying message reminding you pops up at random



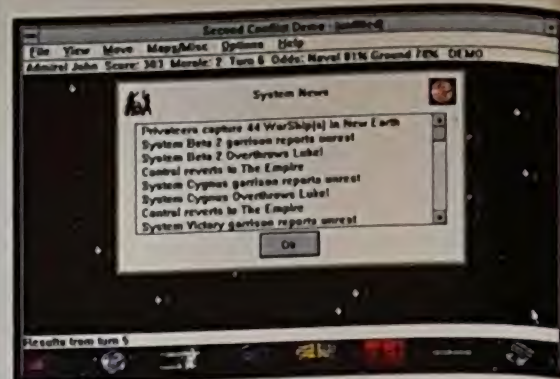
(Above left) Classic stuff; Colossal Caves ported as WinAdv.
(Above) The old Wintrek.

WinTrek

THIS IS Star Trek for Windows. There was an old version written by Tommy Sager for TSoft. The latest version by Joe Jaworski is a different animal altogether. In place of the old board game set up there is an excellent front end with a point and shoot interface. The aim is still to rid sectors of alien foes. Starbases are available for refuelling and you have the normal complement of weapons. There is a huge number of scenarios and a range of tactics. Fascinating and not just for trekkies. Registration (\$20.00) brings the full printed manual, which you need to enjoy this game to the full.

Second Conflict

THIS IS A LARGE scale involved game of strategy and interstellar empire building. *Second Conflict* takes some learning, but there is excellent on-line help. Shareware version has one scenario, registration (£33 + VAT) brings more.



Other games

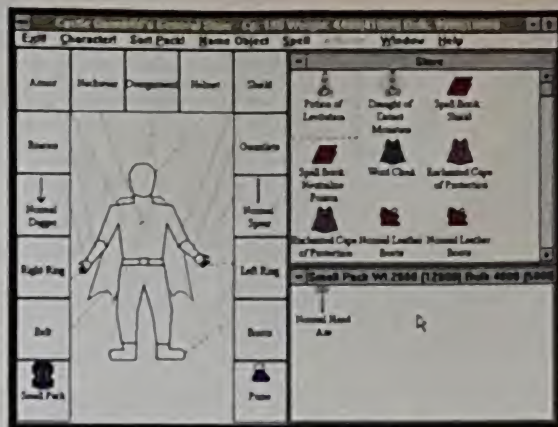
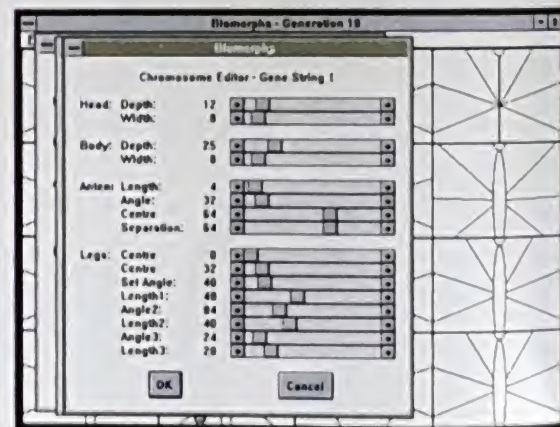
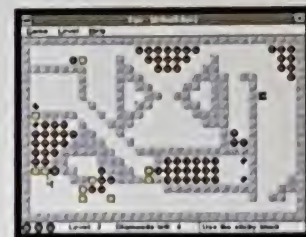
WINDOWS HAS some strange, unclassifiable games. Many of them are tests of strategy or puzzle solving. Others are inventive, lucid ways of demonstrating various scientific phenomena.

Kye must be the only computer program named after a dog, though we can all think of a few that should be. Programmed by Colin Garbutt, you guide your 'kye' through a maze, picking up diamonds and manipulating various obstacles. At the fine line between addictive and frustrating, it has an editor that lets you build your own levels. Registration is a must, as it goes to a good cause (Save the Children Fund). Ten quid gets you thanks and an end to the nagging message. £20.00 gets you the latest version and 20 more levels.

Blomorph is based on the theories expounded by Richard Dawkins in his books, particularly in *The Blind Watchmaker*. You too can watch life forms evolve. The program is written by John Wales, but the only version I have found is an incomplete (no help option) 1991 version (0.2). It still works and looks a

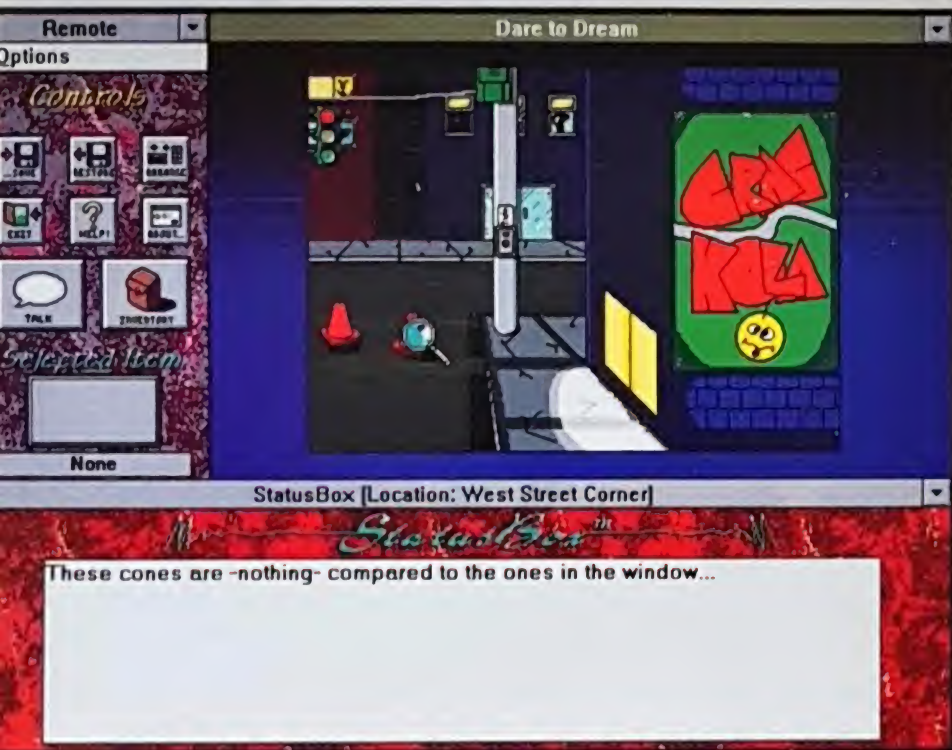
promising piece of work. (Are you out there John?)

Omicron Systems are at 45 Blenheim Crescent, Leigh-on-Sea, Essex, SS9 3DT (Tel: 0702 710 391, Fax: 0702 471 113) and on CompuServe 100016.454. Their disk catalogue is absolutely free. ☐



Castle of the Winds

CASTLE OF THE WINDS is a fantasy RPG. Graphics are good for a Windows game and all the stuff that gladdens the heart of the RPG gamer - mana points, spells, curses, goblins, magic and swordplay - is here. Your godparents have been slain by persons unknown and you set out to avenge them. Masses of on-line help, though it might be an idea to print the manual. The first episode - *A Question of Vengeance* - is shareware and the second, *Lifethrasher's Bane* comes on registration (\$27.00). By Rick Saada for Epic MegaGames.



Dare to Dream

DARE TO DREAM is a very strange program about a ten year old boy suffering from terrible nightmares. How real are they? By far the best of the lot graphically, it also contains some difficult puzzles and has a sense of humour that doesn't pall too soon. Another one from Epic MegaGames the first episode, *In a Darkened Room*, is shareware and the other two episodes - *In Search of the Beast* and *Christian's Lair* - come on registration (\$30.00).

(Right) Everything an RPG player needs; tool up and don an enchanted cloak in *Castle of the Winds*. (Far right) Full reports in *Second Conflict*. (Below) Schoolboy smut in *Dare to Dream*.

(Right) Altering the chromosomes; I bred this 'pond skater' in ten generations. (Above right) About to get stuck again in the strange and addictive Kye.

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Leisure 6

HEXTRIS Hexagonal Tetris game.
KYE20 Brilliant puzzle game.
LANDER3 Lunar Lander game.
MAGIC Dominoes - they'll bowl you over.
MISSILE Missile attack! game.
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PUZZLE A puzzle game. Blimey!
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Leisure 7

ATOMS10 Atoms puzzle a little like
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BANGBANG Cannons.
BLACKOUT Click the targets.
CRIBB Cribbage.
DEAPSEA Battleships.
GRADT10 Graditor: an action game.
ISHIDO Tiles game.
LIGHT Electric light game.
MB Mile Bones Automobile card game.
MRMIND Tile/Bagel/Mastermind game for
Windows.
PATMN Collect all the pills in the labyrinth.
PEGPUZL A peg-jumping puzzle.
WHEARTS Hearts card game.
WINTREK2 WinTrek 2.0 game.
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EXTRACT batch file takes the floppy drive as an argument)
Read the Documentation carefully. There is a lot of it.
You may find that you have to change the default
directories in the .PRJ files. You may also have to make the
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current directory is checked first.

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WORD

processor

SEND YOUR POST TO: **WORDPROCESSOR, PC ZONE, 19 BOLSOVER ST. LONDON W1P 7HJ**



Just think how you'll feel in years to come when your grandchildren sit on your knee and say 'Oi wrinkle features, what

was this 'ere Royal Mail thing then?' and you have to confess you never used it. Don't miss out on the chance to impress the next generation with your experience of long forgotten traditions. Write today to Wordprocessor.

Lifesaver

THANK GOODNESS for PC Zone! You saved my life! How I used to bemoan the total lack of PC magazines aimed at people like me who want nothing more than a totally immature and humorous, yet at the same time, unbelievably brilliant games mag! Your light hearted approach is far more entertaining than other magazines I could mention and also has the content to hold interest. Not only this, but the two disks with issue one were great - worth the £3.95 on their own.

PC Zone is superb - keep it up and you've a life-long loyal customer.

Martin Bradley, Balsall Common, Coventry.

Immature? What do you mean immature? At least half of us can do joined up writing, at a push. Ed.

Stereotype

AFTER BUYING the first issue, I was sad to see PC Zone perpetuating the stereotype that PC gamers are male waspy types. What am I talking about? The line-up of your games review team and the general tone of the copy, that's what. I guess that your magazine is targeted at the late teen, male reader with laddish tendencies. However, we women do play PC games too and I don't mean 'Barbie Goes Shopping'. Perhaps you should consider making your review team more representative and cutting the sexist Page 3 girl/compliant female/annoyed wife 'jokes'. You might find that your reader base expands as a result.

L Chace, Bath, Avon.

I'm sorry that you found the content of PC Zone so sexist. You probably have a point. However, I think, very often the remarks were intended ironically. (Ah the perils of satire.) We'll be more careful in future. In terms of the male (not laddish) make up of the editorial team this was a matter of realism not policy. We can't employ people who don't apply and there were no female applicants for any of the editorial jobs on PC Zone. In general the Zone

magazine's have a much higher ratio of female/male staff than other games mags. Our sister titles Game Zone and Sega Zone are both edited by women. By the way I resent your sly dig at Barbie Goes Shopping which happens to be a personal favourite of mine! Ed.

Macca Atac

THOUGHT I'D WRITE you a letter in an attempt to win a prize. Anything will do. The more expensive the better although I wouldn't moan if I won a piece of cheap 'n' nasty tack. Owt will do. Oh and did 'Macca' used to 'work' for a spectrum magazine a few years back. He wasn't any good in that either.

Alex Keenleyside, Middlesbrough, Cleveland.

Like many of us Macca has a long and shady history in computer games journalism. As of now he also has your name and address. You have been warned. Ed.

LETTER OF THE MONTH

There's a
guy works
down the
chip shop

What is the strange, some would say unhealthy, fixation that flight sim programmers have with Elvis? Yes, we have all seen the flashing neon thingy in *Falcon 3.0* (it's on the road between Nellis and Las Vegas, dork breath), but did you know there is another, even more bizarre memorial to the late and great singer in *F-15 Strike Eagle III*?

Fly your trusty Eagle in the 'Desert Storm' scenario and trundle up to the North (top) end of the Persian Gulf. Start overflying Iraq. Look at your Tactical Situation Display (the coloured map) and zoom the view right out, then zoom in once. Blimey, there it is, ELVIS etched into the mountains of Southern Iraq as if by the hand of God. Now I don't think those mountain tribes would carve out 'Elvis' just so aliens can see it from outer space and I've never noticed it on any of the atlases. Perhaps MicroProse knows something that we don't. A bit spooky isn't it?

And while we are on the subject of strange things in *F-15 III* (I love the wee bit. Ed) if you start a flight in the 'Korean' scenario and then fly to Tokyo, a huge green shape appears out of the mists and materialises into... Godzilla! Gad and bajesus, there he is in all his green splendour... (There then follows a long, bizarre and yet at the same time strangely tedious description of an F-15 lighting it out with Godzilla. Ed)... We are now very comfortable in the Kamikaze Veterans Hospital. Have a nice day.

Mike 'Thruster' Seward, Exeter, Devon.

To quote a letter from one of our other readers, whatever you're drinking, can I have some? Ed.

Stereotype II

MAYBE YOU COULD back me up on this: most computer gamers are devoted headbangers. I mean take you guys for example. Judging by your photos I bet my 'letter of the month' award that at least half of you guys were at some stage Iron Maiden fans. So why do software manufacturers keep nauseating us with these annoying rave tunes?

Greg Granot, London.

How dare you sir. None of us are, nor have ever been, Iron Maiden fans... except perhaps Andy. Now if you had claimed 'fans of snorey RPG games are devoted headbangers' you might have won your bet. Ed.

Spice of life

WHY ARE PC games such as flight sims and RPGs so boring and uninteresting? There are only two games that don't fall into this category. Trolls and the long awaited Zool. Why can't all games be that fast, colourful and fun to play.

PS I've put my name at the top in case you feel like sending me anything in return for this rather good letter (e.g. £100, a Sound Blaster Pro, an upgrade for my 286 or even a years free supply of PC Zones). No I thought not.

Daniel Wheeler, Southampton, Hants.

In the past PC games have largely (though by no means exclusively) consisted of flight sims, RPG and strategy games because the PC was never really viewed as a games machine. What games there were tended to be aimed at the 'serious' user. A glance through the pages of this issue will show that this is changing. By the end of the year the PC games market will be like the Amiga, only better. Ed.

Epilepsy

MY DAD BOUGHT me an Amstrad 5286 HD so that I could wordprocess all of my college assignments. Because I have epilepsy my parents told me the computer was strictly for college work and that I wasn't to play any games on it. But after a few weeks I went out and bought PGA Tour Golf. I took it home and, after playing it for a few weeks and not having an attack, I decided to buy some more games. Now I have quite a large collection of games.

Please could you tell me if there is a connection between epilepsy and playing games, even if only playing for a short while.

Mark Brundrit, Northwich, Cheshire.

A few months ago there was something of an outcry concerning video games and epilepsy, fuelled by an intelligent, carefully reasoned story in *The Sun* headed 'Nintendo killed my son'. Epilepsy, or more specifically photosensitive epilepsy, can be triggered by flashing lights, flickering screens etc. and obviously they are a part of computer games (and television for that matter). Guidelines issued at the time of the scare included (a) Sit at least two and a half metres from the screen (b) Never have the brightness on maximum (c) If you know you are prone to photosensitive epilepsy then play games with a patch over one eye as seizures can only occur if both eyes see the image. For more information contact the British Epilepsy Association help line on 0345 089 599. Ed. ☒

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Quikmenu III	£50.00	£48.80
Neopaint	£40.00	£40.50

All these registered programs are supplied on 3.5 inch disks. Please add £1.00 p&p (UK) or £2.00 p&p (Europe). Offer is subject to availability. Registered shareware games do not require any more payment other than the amount shown here.

Order to D&E Software Services,
Unit 3E Community Workshops,
Cable Street, Northam,
Southampton, SO1 1RJ

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Please remember to state disk size when ordering (3.5 inch disks will be sent if no size is stated).
Please add UK postage of £1.00 to your total (or £2.00 for Europe).
Phone, fax or write for a free printed catalogue.

Shareware programs require separate payment to authors if found useful.

0703 336768

Fax 0703 333134

ACTION

ACTION/
ADVENTURE

ADVENTURE

BEAT 'EM-UP/
HACK 'EM-UP

BOARD, TABLE,
CARD & CASINO

CHESS

COMPILATION/
DOUBLE PACK

DRIVING/
MOTOR RACING

FLIGHT, SUB
& TANK SIMS

KIDS' STUFF

PLATFORM

PUZZLE

ROLE PLAYING
GAMES

SERIOUS
SOFTWARE

SHOOT 'EM-UP

SMUT

SPACE COMBAT
& STRATEGY

SPORT

STRATEGY

WARGAMES

PC
ZONE

BUYER'S GUIDE



Summer's here at last, which is good news for us, but not so good for Mr Software Publisher. While most people are quite happy to dash indoors of a cold winter's night for a quick game of *Falcon 3*, nobody wants to be sweating over a hot and sticky PC when they could be out lying on the beach eating ice cream, or (for those of you who own DX2 multi-media systems and have designs on a Pentium based PC) lying on a beach in the Bahamas sipping cocktails. It's bad, very bad. Even train spotters will be out-and-about at Didcot and Swindon. Alright, they'll be wearing parkas in the middle of July, but they will at least be detached from their PCs. Of course dedicated games players will be looking for an excuse to get out of the sun and into a couple of levels of *Lemmings 2*. The answer is: buy yourself a colour portable. It's more trendy than a Gameboy, classier than a Gamegear and has a battery life equal to the Lynx. In the next six pages you'll find a few ideas for your summer software fix.

How to make your summer selection

In the following pages you will find a list of currently available games. All of these games, you will note, are perfect for whiling away the summer weeks while your boring friends are in Cortu getting plenty of sun, sex and sand in funny places. Here's how to make absolutely sure you get your share of the action.

1 On the following pages we have printed a list of currently available games. Unlike certain guides we could mention, we won't bother telling you about the games that would have been on your summer play list three years ago, but haven't been on sale since.

2 We've listed the games in helpful categories, thus ensuring that your choice is ideally suited to your preferred alternative to sun, sand and thngy.

3 One game from each category is highlighted for your special attention. These games merit an individual mention because (a) we love 'em, (b) you love 'em, or (c) everybody hates 'em, but we felt sorry for the programmer.

4 We've also selected one section which we've expanded to include a little bit of extra information on each of the listed games. We're nice like that!

5 If you see something you fancy, then simply follow these simple steps:
(i) take a note of the publisher;
(ii) look up its number in the sunny phone list on this page;
(iii) dial the number, wait for a reply and the following conversation will ensue:
'Hello, Megasoft, how can I help you?' 'Hi dude, like I was looking for some excellent surf this weekend, but man, is it dull. So, I turned to the coolest games guide in the world for some action.' 'Oh, you mean the one in *PC Zone*?' 'Totally excellent dude. Well man, I saw your totally cool game there, and like, cut me some action dude.'

6 Now complete the transaction, by arranging payment via your plastic, or obtaining a list of your friendly local software vendors, and you'll soon forget that beaches, babes (or hunks, depending on your sexual preference) and ice cool beers ever existed. (Well, maybe not the last one.)

7 Be kind to animals, don't put superglue round cat flaps or hold up dogs, or the Animal Liberation Front will send you lots of heavy items through the post without putting stamps on them!

PHONE LIST

Here we have possibly the most scintillating bit of the Buyers Guide: the 'phone list. You'll notice that many of the numbers are the same, but don't worry, it's not a misprint, many of these companies are distributed through another company in the UK, and where this is the case we've printed the number of the distributor, and the name of the distributor in brackets. Happy 'phoning.

360 (Electronic Arts) 0753 549442	Loriclats (Digital Integration) 0276 684959
Access (US Gold) 021 625 3388	Lucasfilm (US Gold) 021 625 3388
Accolade 081 877 0880	MicroProse 0666 504326
Addictive 081 804 8100	Microvalue 0661 860260
Alternative 0977 797777	Millennium (Electronic Arts) 0753 549442
Beau Jolly 0737 222003	Mindcraft (Electronic Arts) 0753 549442
Blue Byte (Kompert UK Ltd) 0727 868005	Mindscape 0444 246333
Broderbund (Electronic Arts) 0753 549442	Mirage 0260 299909
Cokiel Vision (Digital Integration) 0276 684959	New World Computing (US Gold) 021-625 3388
Codemasters 0928 814132	Novalogic (US Gold) 021 625 3388
Colorado Technologies (Kompert UK Ltd) 0727 868005	Ocean 061 832 6633
Core Design 0332 297797	Origin (Electronic Arts) 0753 549442
CP Software 0993 823463	Oxford Software (Kompert UK Ltd) 0727 868005
Cyberdreams (Mirage) 0260 299909	Paygnosis 051 708 5755
D&H Games 0462 816103	Readysoft (Entertainment International) 0268 541128
Daze Marketing 071 328 2762	Renegade 071 702 3643
Delphina (US Gold) 021 625 3388	Sierra On-Line 0734 303322
Digital Integration 0276 684959	Simaris (Daze Marketing) 071 328 2762
Disney Software (Infogrames) 071 738 8199	The Software Business 0480 496497
DMI 0753 686000	SSG (Electronic Arts) 0753 549442
Domark 081 780 2222	SSI (US Gold) 021 625 3388
Dynamix (Sierra On-Line) 0734 303322	Storm (Sales Curve) 071 585 3308
Electronic Arts 0753 549442	Storm Computers Ltd (Kompert UK Ltd) 0727 868005
Empire (Entertainment International) 0268 541128	Titus 071 700 2119
Flair Software (Microvalue) 0661 860260	Ubi Soft 081 343 9055
Impressions 071 351 2133	US Gold 021 623388
Interplay (Electronic Arts) 0753 549442	Virgin Games 081 980 2255
Internecone (Kompert UK Ltd) 0727 868005	Zappellin 091 385 7755
Infogrames 071 738 8199	
Konami 081 429 2448	

BUYER'S GUIDE

CLASSIC ACTION



**ELVIRA - THE ARCADE
GAME (FLAIR SOFTWARE,
£25.99)**

Elvira - one time housewife cum soft porn star, made good thanks to at least two impressive attributes. If drooling over her assets on

screen isn't enough to satisfy you, then you might want to take a peek at the action game from Flair. This is quite a pretty sideways scrolling affair in which you must avoid various creatures until you have collected the right spells to deal with them. It's entertaining enough if you can just grit your teeth and ignore the sexist trappings.

CLASSIC ACTION/ADVENTURE

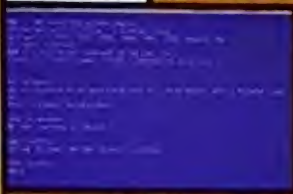


INCA (COKTEL VISION, £29.99)

We've not pulled this game out because it's great – it's not, at least not all of it, but it is important. Essentially *Inca* is a brave attempt to push the sort of features normally

thought to be exclusively the domain of CD games the way of non-multimedia machines. This time and space spanning saga of ancient civilisations and their destinies combines smooth and detailed 3D sequences with superb audio. The extravaganza is unfortunately deflated by an almost entire lack of gameplay and depth. Once Coktel Vision gets its act together as far as game design is concerned, it'll have a real winner.

CLASSIC ADVENTURE

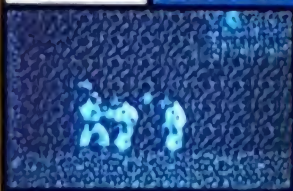


ZORK (VIRGIN GAMES, £9.99)

Ask any dedicated follower of text adventures which title, other than Crowther and Wood's *Colossal Cave*, was the most influential text adventure and they will tell

you it is Zork. Set in the Underground Kingdom, Zork owes an obvious debt to *Crowther and Woods*, but it injects plenty of humour and a storyline that was strong enough to carry through to two sequels and one prequel, with a fifth game in the series due this Christmas. Infocom's masterpiece also provides enough of an intellectual challenge to satisfy even the most ardent adventurer. If you haven't Zorked yet, then do!

CLASSIC **BEAT 'EM-UP/HACK 'EM-UP**



NINJA RABBIT
(MICROVALUE, £9.99)

if you long to throw off that tough and hardened exterior and admit that you actually adore small fluffy things (and I don't mean belly buttons), then this is the game for you.

This sideways scrolling beat 'em up has as its hero a rabbit well-versed in the martial arts. He's pitched against other fighting animals, each of which specialises in a different style. It's all very tongue in cheek, but there's some depth and plenty of gameplay to be had. A refreshing change.

ACTION

Brady gritted his teeth and reached for his whip. By god it hurt. But Brady was no ordinary man, with a flourish he leaped across the yawning chasm and raced towards the screaming girl lashed to the railway line, even as the ominous black engine steamed towards her. Beside the tracks the evil crows cackled an evil cackle, and grimed an evil grin. 'Fear not, my lovely,' boomed Brady, 'Bradley is here.' 'Bugger off!' croaked the crows, 'I can handle her on my own, and how many times do I have to tell you, don't call me lovely.'

- Airborne Ranger** (MicroProse, £25.53)
- Alcatraz** (Infogrames, £30.99)
- All Dogs Go To Heaven** (ReadySoft, £29.99)
- Aquatic Games** (Millennium, £25.99)
- Dragon's Lair 2** (ReadySoft, £30.99)
- Dragon's Lair 3** (ReadySoft, £39.99)
- Dynablaster** (Jebi Soft, £34.99)
- Elvira - The Arcade Game**
(Flair Software, £25.99)
- Exterminator** (AudioLogic, £25.99)
- Guy Spy** (ReadySoft, £34.99)
- Indiana Jones And The Fate Of Atlantis -
The Action Game** (Lucasfilm, £30.99)
- Life And Death** (Mindscape, £18.99)
- Life And Death II** (Mindscape, £19.99)
- Offshore Warrior** (Titus, £9.99)
- Paperboy 2** (Mindscape, £25.99)
- Robocop III** (Ocean, £29.99)
- The Rockler** (Disney, £30.99)
- The Simpsons** (Ocean, £25.99)
- Space Ace** (ReadySoft, £44.99)
- Space Ace 2** (ReadySoft, £39.99)
- Terminator II** (Ocean, £29.99)
- Titus** (Titus, £9.99)
- Viz** (Virgin Games, £25.99)
- Volfed** (Empire, £25.99)
- Wacky Funsters** (Accolade, £19.99)
- Wrath of the Demon** (ReadySoft, £34.99)
- Wreckers** (AudioLogic, £29.99)

**ACTION/
ADVENTURE**

Bradley gritted his teeth and pushed on through the dank jungle. He'd been travelling non-stop for days, a vicious wild cat constantly at his heels. Through swamp and desert he'd come with the tireless beast ever behind him. It was some days later that the overpowering smell revealed to him the awful truth of his situation. The poor thing, taking a playful swipe as Bradley had passed, must have got its paw caught in his boot laces. It had managed to keep up by hopping for the first couple of miles, but after that...



Alone In The Dark (Infogrames, £44.99)
Captive (Mindscape, £25.99)
Captive Map Generator [Requires *Captive*]
 (Mindscape, £8.99)
Coverl Action (MicroProse, £40.86)
D-Generation (Mindscape, £19.99)
Demon Blue (Microvalue, £9.99)
Eye Of Horus (Addictive, £2.99)
Free DC (US Gold, £34.99)
Hook (Ocean, £34.99)

The Immortal (Electronic Arts, £29.99)
Inca (Coktel Vision, £29.99)
Infestation (Psygnosis, £9.99)
Maya (Addictive, £9.99)
Monsters (Alternative, £7.99)
Veil Of Darkness (US Gold/SSL £35.99)
The World of the Trolls
 (Microvalue, £25.99)
Whales' Voyage (Microvalue, £29.99)

ADVENTURE

Bradley gritted his teeth and considered his predicament again. Then, after hours of agonising, the solution suddenly hit him. By god it hurt. He should have kept the waterlogged hat he'd found of the fork just after the trial, then he could have used that to put out the fire, and used the resulting charcoal to draw a pentacle on the floor which would have warded off the triple-headed beast from the fourth dimension. Shit, now he'd have to retrace his steps all over again, and his tea was going to be ready in about half an hour.

Amazon (Access, £45.99)
 An American Tail (Accolade, £29.99)
 Bal 2 (Ubi Soft, £39.99)
 Conquest Of The Longbow (Sierra On-Line, £39.99)
 Crime City (Impressions, £29.99)
 Cruise For A Corpse (Delphine, £30.99)
 Darkseed (Cyberdreams, £39.99)
 Eternam (Infogrames, £35.99)
 Gateway (Accolade, £34.99)
 Heart Of China (Dynamix, £39.99)
 Hitchhikers Guide to the Galaxy (Virgin Games, £9.99)
 Home Alone II (Accolade, £29.99)
 Indiana Jones And The Fate Of Atlantis - The Adventure Game (Lucasfilm, £37.99)
 Kings Quest IV (Sierra On-Line, £29.99)
 Kings Quest V (Sierra On-Line, £44.99)
 Kings Quest VI (Sierra On-Line, £44.99)
 Loom (Lucasfilm, £35.75)
 The Lost Files Of Sherlock Holmes (Electronic Arts, £39.99)

Lure of the Temptress
(Virgin Games, £35.99)

Martian Memorandum (Access, £40.99)

Operation Stealth (Delphine, £30.64)

Planets Edge – The Point Of No Return
(New World Computing, £40.99)

**Police Quest 1 –
in Pursuit of the Death Angel**
(Sierra On-Line, £29.99)

Police Quest 2 – The Vengeance
(Sierra On-Line, £29.99)

Police Quest 3 – The Kindred
(Sierra On-Line, £39.99)

Quest for Glory 1 (Sierra On-Line, £39.99)

Quest for Glory 3 – Wages of War
(Sierra On-Line, £39.99)

Ringworld (Accolade, £39.99)

Rise Of The Dragon (Dynamix, £39.99)

The Secret Of Monkey Island 2 – Le

Chucks Revenge
(Lucasfilm, £35.99)

Shadow Of The Comet
(Infogrames, £39.99)

Sherlock Holmes I [CD]
(Mindscape, £59.99)

Sherlock Holmes II [CD]
(Mindscape, £59.99)

Space Quest 1 -
The Sarien Encounter
(Sierra On-Line, £39.99)

Space Quest 4 - Roger Wilco
and the Time Trippers
(Sierra On-Line, £39.99)

Space Quest 5 (Sierra, £39.99)

Star Trek: 25th Anniversary
(Electronic Arts, £34.99)

Waxworks (Accolade, £34.99)

Wily Beemish (Dynamix, £39.99)

Zork (Virgin Games, £9.99)

Zork II - The Wizard of Frobozz
(Virgin Games, £9.99)

Zork III - The Dungeon Master
(Virgin Games, £9.99)

BEAT 'EM-UP/ HACK 'EM-UP

Bradley gritted his teeth and looked his assailant in the eye. 'I ought to warn you', he said, advancing on the black clad ninja, 'that I am a twelfth dan, trained by past masters in the deadly twin arts of Origami and Bonsai, and my hands are deadly weapons.' At least, he should have said that, but thanks to an unseen piece of scaffolding protruding at waist height (or thereabouts) his actual words were 'I ought to warn you that I am a ... ooof!'



- Blade Warrior (Zeppelin, £7.99)
- Bodekan (Electronic Arts, £10.99)
- Deathranger (Empire, £25.99)
- Double Dragon (Virgin Games, £9.99)
- Double Dragon II (Virgin Games, £9.99)
- Golden Axe (Virgin Games, £9.99)
- International Karate (Addictive £4.99)
- Knight Force (Thius, £9.99)
- Kung-Fu Warrior (Addictive, £9.99)
- Madshow (Addictive, £2.99)
- Manhattan Dealers (Addictive, £2.99)
- Metal Mutants (Simlaris, £10.99)
- Moonstone (Mindscape, £3.99)
- Ninja Rabbits (Microvalue, £9.99)
- International Karate (Addictive, £4.99)
- Pitfighter (Domark, £28.99)
- Sword Master (Simlaris, £12.99)
- Wild Streets (Thius, £9.99)

BOARD, TABLE, CARD & CASINO

Brasley gritted his teeth, smiled at the intent faces gathered around the card table and looked furtively at his hand. It didn't look good. Then he looked at his cards. They were even worse. Okay, so he was a greenhorn at this game, but he wasn't about to let them take his shirt. Slowly the hands were lowered to the table, a pair of queens, 'full house'. The third man chuckled, 'Royal Flush.' Ah ha, shouted a triumphant Bradlee. 'Snail!'

Arcade Fruit Machine (Zeppelin, £7.99)
Backgammon (Addictive, £4.99)
Blackjack (Addictive, £4.99)
Bridge Player 2150 Galactic
 (CP Software, £30.60)
Casino (Accolade, £29.99)
Casinos Of The World (Accolade, £34.99)
Deluxe Trivial Pursuit (Domark, £29.99)
Heroquest (Gremlin, £11.99)
Go Simulator (Infotrames, £30.99)
Hong Kong Mah Jong
 (Electronic Arts, £29.99)
Haynes Book of Games
 (Sierra On-Line, £39.99)
Haynes Book of Games 3
 (Sierra On-Line, £39.99)
Lots-O-Slots (Accolade, £14.99)
Micro Bridge Companion (Requires
 Windows) (Mindscape, £34.99)
Omar Sharif's Bridge
 (Oxford Softworks, £39.99)
Poker (Accolade, £14.99)
Ragnarok (Mirage, £39.99)
Theatre of War (360, £34.99)

CHESS

Bradley gritted his teeth and glared at Spassky, then just for good measure, he kicked him under the table. Spassky stayed cool, and after a moment's thought, he executed a completely unexpected move and uttered a resounding 'Check!' 'Bugger', thought Bradley, as he suddenly realised that the triple jump to crown he'd just spotted wasn't entirely appropriate for this game.

Battlechess (Electronic Arts, £10.99)
Battlechess [Windows]
 (Electronic Arts, £34.99)
Battlechess II (Electronic Arts, £29.99)
Battlechess 4000 (Electronic Arts, £34.99)
Chess Champion 2175
 (Oxford Softworks, £30.99)
The Complete Chess System
 (Oxford Softworks, £34.99)
Chessmaster 3000 (Mindscape, £35.99)
Chessmaster 3000 Multimedia [CD]
 (Mindscape, £44.99)
Grandmaster Chess (Accolade, £34.99)
Grandslam Bridge II
 (Electronic Arts, £39.99)

COMPILATION/DOUBLE PACK

Bradley gritted his teeth and banked his F-16 steeply towards the approaching MIG. 'Hm, he thought, 'I've just got time to get on my mobile and do a bit of wheeling and dealing in the financial markets.' But, alas, no sooner had the thought been than a stray missile caught him up his tail-pipe and sent him spiralling down towards the soccer stadium below. Even dragging his parachute behind him he was able to put the ball in the net just before the final whistle.

5 Intelligent Strategy Games
 (Oxford Softworks, £29.99)
360 Compilation (Mindscape, £59.99)
The Adventurers (Core Design, £34.99)
Air Commander (Ubi Soft, £39.99)
Air, Land and Sea
 (Electronic Arts, £39.99)
Antheads & It Came From The Desert
 (Beau Jolly, £12.99)
Arcade 1 (Addictive, £2.99)
Arcade Bonanza (Addictive, £4.99)
Award Winners (Empire, £29.99)
Bard's Tale Trilogy
 (Electronic Arts, £39.99)
The Big 100 (The Software Business, £29.99)
Bitmap Brothers Volume 1
 (Renegade, £29.99)
Casino Games Pack (Mindscape, £49.99)
CD Games Pack II (Mindscape, £80.99)
Club Casino (Addictive, £2.99)
Combat Classics (Empire, £34.99)
Excellent Games (Alternative, £14.99)
Fantastic Worlds (Ubi Soft, £34.99)
Fantasy Pak (Addictive, £4.99)
Fantasy Pak (Simaris, £29.99)
Games Compendium (Addictive, £2.99)
The Greatest (Beau Jolly, £35.99)
Head To Head (Domark, £39.99)
Magic Worlds (Simaris, £25.99)
Master Blaster (Addictive, £2.99)
Maze Adventure (Addictive, £4.99)
Mega Collection Compilation
 (Microvalue, £12.99)
Nicks Picks (Sierra On-Line, £79.99)
Olympiad Collection (Microvalue, £9.99)
PC Games Collection (Domark, £39.99)
Powerpak II (Beau Jolly, £34.99)
Pro-League Baseball (Addictive, £4.99)
Psycho Soccer's Selection
 (Ubi Soft, £34.99)
Rocket Ranger & TV Sports Football
 (Beau Jolly, £12.99)
Sim City/Populous (Infogrames, £34.99)

Sinbad & Defender Of The Crown
 (Beau Jolly, £12.99)
Soccer Stars (Empire, £25.99)
Space Battles (Addictive, £4.99)
Sporting Gold (US Gold, £30.64)
Sports Best (Loricels, £24.99)
Sports Masters (Empire, £34.99)
Sports Spectacular (Addictive, £2.99)
Strategy Games (Addictive, £4.99)
Strategy Masters (Ubi Soft, £34.99)
Strike Force (Addictive, £2.99)
The Three Stooges & King Of Chicago
 (Beau Jolly, £12.99)
Award Winners (Empire, £29.99)

DRIVING/MOTOR RACING

Bradley gritted his teeth and slammed his foot down on the pedal, sending a shower of grit spraying out from the back wheels. 'Hm, he mused, wondering what had gone wrong. Then he took the handbrake off and the car began to move forward as well. His navigator sank lower in his seat as they approached the first hairpin bend. 'Left', he screamed, 'left, LEFT!' 'Sorry old bean,' replied Bradley, 'is that left from the direction we're facing, or left from the direction we're travelling?'

40 Sports Driving Classic
 (Mindscape, £19.99)
African Trail Simulator (Addictive, £9.99)
Car And Driver (Electronic Arts, £39.99)
Chicago '90 (Addictive, £2.99)
Crazy Cars 2 (Titus, £9.99)
Crazy Cars 3 (Titus, £29.99)
Grand Prix (MicroProse, £44.99)
Grand Prix 500 (Addictive, £2.99)
Grand Prix Unlimited (Accolade, £34.99)
Highway Patrol II (Addictive, £2.99)
Hot Rubber (Titus, £9.99)
Indy 500 (Electronic Arts, £29.99)
Ivan 'Iron Man' Stewart's Super Off Road Racer (Virgin Games, £9.99)
Karting Grand Prix (Addictive, £2.99)
Mario Andretti's Racing Challenge
 (Electronic Arts, £29.99)
Stunt Driver (Digital Integration, £14.99)
Test Drive II: The Collection
 (Accolade, £34.99)
Turbo Outrun (US Gold, £30.64)

HIGHLIGHTED THIS ISSUE

FLIGHT, SUB & TANK SIMS

Bradley gritted his teeth as his harrier approached the deck of the carrier. 'Funny,' he thought, 'why are the deck crew all going for a swim at this time of the year.' Then he noticed a funny man with a pair of luminous sticks waving frantically at him. 'How friendly,' muttered Bradley and waved back at him, just as his wing clipped the top of the conning tower. 'Whoops!' said Bradley.

A-10 TANK KILLER (DYNAMIX, £39.99)

Early flight sim with none of the panache of *Aces of the Pacific* but plenty of excitement. Simplicity is everything here, but there is plenty of depth - more so than is usual in a flight sim of this period.

ABRAHAM'S BATTLE TANK (ELECTRONIC ARTS, £29.99)

Pretty much a ground based version of the A-10 driver, featuring the ever popular M1 tank. In this sim you can try your hand at all of the different jobs there are to do in a tank, from driver to fire control.



ACES OF THE PACIFIC (DYNAMIX, £39.99)

A very competent simulation of carrier based aircraft in the Pacific during World War II. When it was released reviewers raved about the host of features, especially the texture mapping, but it's already starting to look a bit dated.

AIRCRAFT AND ADVENTURE FACTORY (DIGITAL INTEGRATION, £39.99)

A very good way of extending the life of *Flight Simulator IV*. This package gives you the opportunity not only to design your own planes, but to create missions as well.

ATAC (MICROPROSE, £44.99)

It's no longer politically respectable to take a pop at the former Soviet Union, so nowadays the enemy of 'The Land of the Free' is either Saddam Hussein and his evil Arab hordes, or, in this case, the fiendish drug barons of South America. Actually this is a very good game with some excellent aerial action.

ATF II (DIGITAL INTEGRATION, £9.99)

It would be easier to accept this piece of trash (a shoot 'em up in simulation clothing) if it hadn't been for the fact that Digital Integration wrote it!

AV8B HARRIER ASSAULT (DOMARK, £39.99)

The very best flight simulation there is, and don't let anyone else tell you otherwise. Set in East Timor, you must not only fly missions but plan them too. Thoroughly absorbing and flies like a dream.

B-17 FLYING FORTRESS (MICROPROSE, £44.99)

Sophisticated simulation of the famous American bomber. This is another of those simulations where you can do whichever job you fancy. Not quite as inspiring as it could have been though.

BIRDS OF PREY (ELECTRONIC ARTS, £39.99)

Four years in the making, this was a big disappointment when it finally appeared. Its saving grace was that it had forty planes to fly, but beyond that it was... how can I put this politely?... Crap!



BLUE MAX (MINDSCAPE, £19.99)

A first class World War I simulator, which has an excellent two player mode in which both players play on the same machine with two small view windows. Great fun.

CAMPAIGN (EMPIRE, £39.99)

30 tank simulation from the author of *Conqueror*. You plan air strikes and artillery bombardment on a 2D screen, then switch to a 3D screen to take control of one of your tanks. You can switch between them at will. Quite amusing, but lacks real depth.

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER 2.0 (ELECTRONIC ARTS, £34.99)

Another attempt at a non-violent flight sim. The first title to carry the moniker of the first man to break the sound barrier is interesting in that it is based around a series of test flights rather than combat missions, but it doesn't have the appeal of many flight sims.

CLASSIC BOARD, CARD & CASINO



DELUXE TRIVIAL PURSUIT (INFOGRAMS, £30.99)

When you've played just about every version of the classic board game, what is there left to do? Well, if, and only if, you're a real TP addict, you could always give Domark's

computer version a try. Domark has added a squirt of 'cute' to the proceedings by having the questions presented by a cartoon character called TP. This version goes one step beyond the board game by adding picture and sound clues. Not the best board game conversion ever, but quite fun nonetheless.

CLASSIC CHESS



BATTLECHESS 4000 (ELECTRONIC ARTS, £34.99)

The *Battlechess* series has led the way in giving the normally dry and crusty game of chess a dash of animated pzazz, and they don't come much more

pzazzier than the latest: *Battlechess 4000*. The first thing you'll want to do with it is deliberately sacrifice pieces just to see the way they capture each other. The animation in this game is the best yet, as slimy looking pawns plant kisses on scandalised Queens, and robotic rooks blow other pieces apart. It's hilarious for a while, and once you tire of the animations, you can switch to a 2D mode and still have a very respectable chess game.

CLASSIC COMPILATION/DOUBLE PACK



THE GREATEST (BEAU JOLLY, £35.99)

Three of Virgin Games' biggest hits in one box can't be bad. This trio kicks off with Vector Grafix's exhaustive simulation of NASA's baby: *Shuttle*. This can hardly be called a game,

and it certainly isn't for the faint-hearted. Every last switch is included and they all do the job they are supposed to do (or so we're told)! Cryo's *Dune* is next in line, and is thankfully a little more light-hearted than the first game. Fans of the book and film will find all the familiar characters and situations in this attractive strategy game. Last, but definitely not least, is Revolution Software's first Virtual Theatre game, *Lure of the Temptress*. Recommended.

CLASSIC DRIVING/MOTOR RACING



IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (VIRGIN GAMES, £9.99)

Besides qualifying as the game with the longest title, this arcade conversion was the very best of this type of

game from the spate that emerged a couple of years ago. The whole track is shown from a bird's-eye view and you guide your little car round it. The nice thing is - and it's what sets this game apart from the rest of the field - your car moves very realistically as it slows round corners and flies over bumps in the road. Great fun, especially with a second player.

BUYER'S GUIDE

CLASSIC FLIGHT, SUB & TANK SIMS



FALCON 3.0 (MICROPROSE, £44.99)

The original Falcon was something of a landmark in the world of flight simulations. It introduced many of the features that have now come to be thought

of as standard fare. Falcon 3 is the latest and best of the series and can probably claim to be the most comprehensive PC flight simulation released to date. The early versions suffered from the odd bug but these have all been ironed out in the latest revision. The 3D shapes are not as detailed as they might be either, but these are things that can be forgiven considering the depth and detail in the rest of the game.

CLASSIC KID'S STUFF



PUTT PUTT JOINS THE PARADE (ELECTRONIC ARTS, £29.99)

The premiere title from Lucasfilm splinter company, Humongous Entertainment. It's a CD based graphic adventure specially designed

for children. The emphasis is on having fun with learning being very much a subliminal process. The puzzles are difficult enough to provide a challenge, and all of them promote logical thinking. British parents may balk at the anthropomorphic bent of the whole enterprise (the hero is a cute cartoon car), but Disney have been filling their heads with that kind of stuff for years, so this can hardly do any damage.

CLASSIC PLATFORM



FIRST SAMURAI (UBI SOFT, £30.99)

Martial arts games are always going to be popular, so it is easy for development teams to be lazy with them. First Samurai proves that this needn't be the case though.

It's full of nice visual touches and splendid sound effects. The gameplay isn't as original as it might be, but this is such a solid platform game that this can easily be forgiven. Look out for splendid visual elements like the superbly animated waterfalls and the motion blur on the swords. A fine game from the creators of Hammerfist.

CLASSIC PUZZLE



SUPAPLEX (DIGITAL INTEGRATION, £7.99)

The Boulderdash principle has been taken a step further in this game. In addition to falling boulders and creatures, there are different types of exploding objects,

one-way tunnels and more. The puzzles range from pathetically easy to excruciatingly difficult, but fortunately you can skip a few levels if you get stuck. The game logs your progress, including your best times for each level, although frequently just finishing a level will be quite enough of a challenge. Good fun, and good value.

CHUCK YEAGER'S AIR COMBAT (ELECTRONIC ARTS, £34.99)

A series of missions from World War II, Vietnam and Korea. Chuck himself does a bit of back seat driving. This was also the very first simulation to give you the opportunity to mix and match planes from different eras in dogfights.

MD 29



COMANCHE - MAXIMUM OVERKILL (NOVALOGIC £45.99)

Don't be fooled into thinking that this is a full-blown helicopter simulation - it just doesn't have the realism and depth of Gunship 2000. If you're prepared to accept it as a glorified shoot 'em up however, you'll enjoy the superb graphic detail.

DAS BOOT (MINDSCAPE, £10.99)

An ageing submarine simulation which, frankly, doesn't have the appeal of Silent Service II, largely because, like Comanche, it's been designed with the emphasis on action rather than realism.

F-15 STRIKE EAGLE (MICROPROSE, £22.47)

This was the game that made everybody really sit up and take notice of MicroProse. It also set the standard for military aircraft simulations to come. Now though, it is looking a bit sad and decrepit, so there really is no reason to buy it unless you're a nostalgia buff.

F-15 STRIKE EAGLE II (MICROPROSE, £35.75)

A 'grown-up' version of the original classic. The graphics and sound support are much improved as is the flight model. Although it has been surpassed by newer and more feature-heavy simulations, this is a good introduction to flight simulations if you're looking for something that isn't too scary.

F-15 STRIKE EAGLE III (MICROPROSE, £44.99)

This is leaps and bounds beyond the first two games in the series, and would have been a major rival to Falcon 3.0 if MicroProse hadn't gone and bought the opposition. Opinion seems to be divided as to whether it really is the bees knees or if it's all bells and whistles and no substance. My own feeling is that there is plenty of gameplay in there, but the flight model pales in comparison to AVBB Harrier Assault.

F-19 STEALTH FIGHTER (MICROPROSE, £40.86)

MicroProse was developing this game when the Stealth Fighter was still largely under wraps, so it's something of a speculative product. Nevertheless, it does capture the general principles of flying such an aircraft.

F-29 RETALIATOR (OCEAN, £34.99)

The first 16-bit versions of this game were plagued by bugs, but these have been ironed out on the PC. Even without the bugs this simulation of two hypothetical aircraft is severely limited by today's standards and not worth the asking price.

F-117A STEALTH FIGHTER (MICROPROSE, £39.99)

The follow up to F-19 which has the real plane as a model. This is a very impressive, feature-packed product and one of MicroProse's best to date.

FALCON (DIGITAL INTEGRATION, £14.99)

The game that set the standard for serious flight sims. It succeeded in making the player believe that he or she was part of an ongoing campaign rather than just flying one-off missions which had no repercussions. Worth having at this price, despite its age.

FALCON 3.0 (MICROPROSE, £44.99)

(See box-off for review)

FALCON 3.0 MISSION DISK (MICROPROSE, £24.99)

If you've done all there is to do in Falcon, this add-on will give you new theatres to get involved in.

FLIGHT 685

(DIGITAL INTEGRATION, £29.99)

An 'adventure' for Flight Simulator IV.

FLIGHT 701

(DIGITAL INTEGRATION, £29.99)

Another 'adventure' for Flight Simulator IV which allows you to practice visual and instrument flight techniques.

FLIGHT OF THE INTRUDER

(DIGITAL INTEGRATION, £14.99)

A very disappointing simulation of Vietnam aircraft. It has promise but is so rough round the edges that you'll not want to make the effort to overcome its idiosyncrasies.

FLIGHT PLANNER

(DIGITAL INTEGRATION, £29.99)

A flight and navigation aid for Flight Simulator IV.

FS PRO

(DIGITAL INTEGRATION, £29.99)

A utility that adds a host of useful features to Flight Simulator IV, like an airport and aircraft database and ground school lessons.

GRAND CANYON (DIGITAL INTEGRATION, £19.99)

A scenery disk for Flight Simulator IV which lets you fly around and through the most famous landscape in the world.

GUNSHIP (MICROPROSE, £35.75)

MicroProse's first attempt at simulating the AH-64 Apache is hampered by the lack of a VGA mode, but remains a very thorough helicopter simulation that's worth having if you've got a slow machine.

GUNSHIP 2000

(MICROPROSE, £39.99)

An update of the Apache helicopter simulation which is unrivalled as far as serious helicopter simulations are concerned. It's so in-depth and so realistic that you should be prepared to spend some time getting used to the flight characteristics before you can begin to come to terms with the combat. Very good.

HARRIER JUMP JET (MICROPROSE, £44.99)

An attractive looking simulation (it uses Gouraud shading for a very realistic looking landscape) but unfortunately the flight model and the game in general is inferior to the Harrier simulation from Domark.

HAWAII (DIGITAL INTEGRATION, £19.99)

Put a little sunshine back into FSIV with a flight over the world's most exotic holiday location. Scenery disk.

HEROES OF THE 357TH (ELECTRONIC ARTS, £34.99)

If you're looking for a serious simulation, steer clear of this. If, however, you are in the market for a fun combat game, this is one of the best around.

JETFIGHTER 2 (US GOLD, £24.99)

Velocity's flight simulation has never had any pretensions to being the world's most realistic pieces of software, but graphically it is superb and it is very playable to boot.

JETFIGHTER SPECIAL EDITION (US GOLD £49.99)

Enhanced version of the lightweight simulation from Velocity.

JUMP JET (ADDICTIVE, £2.99)

The first attempt to simulate a Harrier. It's only in CGA, but it's surprisingly good, despite its age.

KNIGHTS OF THE SKY (MICROPROSE, £40.86)

A World War I flight simulation, but not one of the best. There are better products to be had if you are interested in this era.

LHX ATTACK CHOPPER (ELECTRONIC ARTS, £39.99)

An extremely good helicopter simulation. It doesn't have quite the depth of Gunship 2000, but it's very playable and easy to learn.

M1 TANK PLATOON (MICROPROSE, £40.86)

The definitive tank simulation has you in charge of a platoon of M1 Abrams battle tanks. This is a very detailed and heavy simulation which isn't for those looking for an easy shoot 'em up, but if you're after an in-depth sim of modern tank warfare this is your man... er, tank.

MEGAFORTRESS (MINDSCAPE, £35.99)

Another heavyweight simulation. This time it's centred on the colossal American B-52 bomber. There are a number of jobs for which you can fill the hot seat. These range from pilot to navigator and ECM control. Recommended.

OPERATION SLEDGEHAMMER (MINDSCAPE, £10.99)

A mission disk for Megafortress set in the middle East, and providing many different kinds of operation from those presented in the basic game.

PACIFIC ISLANDS (EMPIRE, £34.99)

The sequel to Team Yankee. More of the same, but a lot harder to complete. It is also more of a 'campaign' based game, with the success or otherwise of your missions having a cumulative effect.

RED BARON (DYNAMIX, £39.99)

The most sophisticated World War I flight simulation in terms of features and mission depth, but not quite as playable as Mindscape's The Blue Max.

RED BARON MISSION DISK (E24.99)

A good way to extend the life of Red Baron, but doesn't offer anything substantially new.

RESCUE 911 (DIGITAL INTEGRATION, £29.99)

An interesting add-on for Flight Simulator IV. This 'adventure' lets you fly rescue missions.

SECRET WEAPONS OF THE LUFTWAFFE (LUCASFILM, £40.99)

An earlier masterpiece by the team responsible for X-Wing. This simulation works on the premise that Germany had time to develop the advanced planes it had in test towards the end of the war. This is quite a fun simulator and should not be taken too seriously.



SILENT SERVICE (MICROPROSE, £25.53)

The original submarine simulation is still quite playable. You must switch between the various areas of the submarine like the conning tower, engine room, periscope etc. A nice combination of strategy and action.

SILENT SERVICE II (MICROPROSE, £35.75)

An updated version of the classic game with superb graphics. The detailed view of surface craft that you get from the conning tower or periscope is superb. Absolutely the best submarine simulation there is.

STORMOVIK (ELECTRONIC ARTS, £10.99)

One of the first simulations to have as its star a Soviet aircraft, in this case the SU-26. A brave attempt to do something new, but not weighty enough to be really credible.

TAHITI (DIGITAL INTEGRATION, £19.99)

Another scenery disk for Flight Simulator IV.

TANK (DIGITAL INTEGRATION, £14.99)

A pretty comprehensive tank simulation that gives you either overall tactical control or individual control of a single tank. Worth having at this price.

BUYER'S GUIDE

TEAM YANKEE (EMPIRE, £34.99)

A tank simulation based on the novel by Harold Coyle. A hypothetical World War II scenario. Unusual in that you control four tanks simultaneously. The graphics too are scaled bitmaps rather than filled polygons.

THEIR FINEST MISSION (LUCASFILM, £15.99)

A new scenario for those still playing The Battle of Britain: Their Finest Hour.

THUNDERHAWK (CORE DESIGN, £34.99)

A lightweight helicopter simulation with the emphasis on fast and constant action. A fun way to pass a few hours, but not in the Gunship 2000 class.

TRACON (MINDSCAPE, £35.99)

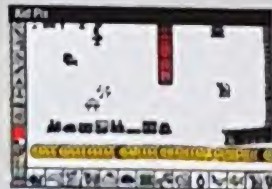
A superb, realistic simulation of terminal approach air traffic control.

TRACON II (MINDSCAPE, £45.99)

An updated version, with improved graphics and features. Links to Flight Simulator IV too.

KID'S STUFF

Bradley gritted his teeth and spurred his horse onwards. It bucked and he hung on for dear life then righted himself in the saddle and let fly a wild 'Yee haah', which attracted even more stares from wide-eyed passing citizens. Then there was the ominous click of a plug being pulled and he reined his horse in and turned to the hounds behind him. 'Howdy partner,' he drawled. 'I'm sorry sir,' said the stranger, 'but you'll have to get off now since the mechanical rides are meant for three to five year olds.'



Are We There Yet (Electronic Arts, £29.99)
Bunny Bricks (Simarils, £25.99)
Cartooners (Electronic Arts, £29.99)
The Castle of Dr Brain (Sierra On-Line, £34.99)
Eco Quest (Sierra On-Line, £34.99)
Eco Quest 2 (Sierra On-Line, £34.99)
Just Grandma And Me (CD) (Electronic Arts, £39.99)
The Incredible Machine (Sierra On-Line, £34.99)
The Island of Dr Brain (Sierra On-Line, £34.99)
Kid Cuts (Electronic Arts, £34.99)
Kid Pix (Electronic Arts, £34.99)
Kid Pix Companion (Electronic Arts, £25.99)
Marie Is Missing (Mindcape, £39.99)
Marie Teaches Typing (Electronic Arts, £29.99)
Mickey's ABCs (Disney, £25.99)
Mickey's 123s (Disney, £25.99)
Mickey's Colours and Shapes (Disney, £25.99)
Mickey's Jigsaw Puzzles (Disney, £25.99)
Mickey's Memory Challenge (Disney, £25.99)
Mixed Up Fairy Tales (Sierra On-Line, £34.99)
Mixed Up Mother Goose (Sierra On-Line, £34.99)
Numbers Up (Mindcape, £32.88)
Playroom (Infogrames, £25.99)
Postman Pat III (Alternative, £7.99)
Putt Putt Joins The Parade (CD) (Electronic Arts, £29.99)
Quark & Quasno's Turbo Science (Sierra On-Line, £34.99)
Red Dog And Charlie Go Camping (Sierra On-Line, £39.99)
Sooty & Sweep (Alternative, £7.99)
Thomas The Tank Engine and Friends (Alternative, £7.99)

The Tree House (Broderbund, £39.99)

Twisty History (Sierra On-Line, £34.99)

Where In America's Past Is Carmen Sandiego? (Broderbund, £34.00)

Where In Europe Is Carmen Sandiego? (Broderbund, £34.44)

Where In The USA Is Carmen Sandiego? (Broderbund, £34.99)

Where In The World Is Carmen Sandiego? (Broderbund, £34.99)

Where In The World Is Carmen Sandiego? - Deluxe Edition (Broderbund, £59.99)

Where In Time Is Carmen Sandiego? (Broderbund, £34.99)

PLATFORM

Bradley gritted his teeth and swung the grapple in a wide arc towards the balcony above him, almost causing himself a very nasty injury. On the next try, it caught, and the black-clad figure hauled himself slowly up the rope, fatigued from several hours effort. 'Great,' he thought, when he was safely on the balcony, 'one floor down, only forty-nine to go.' Three days, and several polite offers of cups of tea later, he finally reached the penthouse suite, and there, lying asleep on the bed, was his beloved. He reached quietly for his backpack and then recoiled in alarm. 'Oh bollocks,' he hissed, 'I've left the sodding Milk Tray in the van!'

Baal (Pygnosis, £9.99)
The Blues Brothers (Titus, £25.99)
Catch 'Em (DMI, £29.99)
Cool Croc Twins (Empire, £25.99)
Cool World (Ocean, £29.99)
EH (Ocean, £29.99)
Fantasy World Dizzy (Codemasters, £9.99)
First Samurai (Ubi Soft, £30.99)
Gods (Renegade, £34.99)
The Gold Of The Arctics (US Gold, £30.99)
Mammoth Boy (Addictive, £9.99)
Neiter Skelter (Audiogenic, £19.99)
Hackberry Hound (Alternative, £9.99)
Kid Gloves 2 (Millennium, £25.99)
Magic Pockets (Renegade, £30.99)
Pixie and Dixie (Alternative, £7.99)
Popeye 2 (Alternative, £7.99)
Prehistorik (Titus, £9.99)
Prince of Persia (Domark, £24.99)
Prospector (Addictive, £4.99)
Risky Woods (Electronic Arts, £29.99)
RoboCod (Millennium, £25.99)
Stryx (Pygnosis, £9.99)
Super Cauldron (Titus, £29.99)
Titus The Fox (Titus, £25.99)
Tristan (Colorado Technologies, £34.99)
Ugh (DMI, £29.99)
Zool (Gremlin £34.99)

PUZZLE

Bradley gritted his teeth and looked intently at the multicoloured cube he held in his hands. A few experimental twists demonstrated that he could be at this for a long time. A few more experimental twists indicated that he might be at this for a very long time indeed. 'There has to be an easier way,' he mused. Then the inspiration struck him. By prising the blocks apart with a screwdriver, he was able to reassemble the cube with all the colours in the correct place. 'So,' he said to himself smugly, 'this Rubik's Cube malarkey had a trick solution all the time, and nobody but me has realised!'

Archipelagos (Addictive, £2.99)
Atomino (Pygnosis, £34.99)
Boulderdash (Addictive, £2.99)
Boulderdash 2 (Addictive, £2.99)
Brix 2 (Addictive, £2.99)
Chips Challenge (US Gold, £25.99)
Creepers (Pygnosis, £39.99)
Contraptions (Mindcape, £19.99)

Emlyn Hughes Quiz (Audiogenic, £25.99)

Galactic Warrior Rate (Alternative, £7.99)

Goblins (Coktel Vision, £25.99)

Goblins (Coktel Vision, £29.99)

Hare Raising Havoc (Disney, £25.99)

Hare Raising Havoc (Including The Disney Sound Source) (Disney, £54.99)

The Humans (Mirage, £29.99)

The Legend of Myra (Grandlam, £29.99)

Lemmings (Pygnosis, £34.99)

Lemmings Double Pack (Pygnosis, £39.99)

Lemmings 2: The Tribes (Pygnosis, £39.99)

Loops (Audiogenic, £25.99)

Never Mind (Pygnosis, £9.99)

Pushover (Ocean, £29.99)

Puzznic (Ocean, £29.99)

Quadrangle (Addictive, £2.99)

Sarakan (Virgin Games, £19.99)

Sepaplex (Digital Integration, £7.99)

Super Tetris (MicroProse, £34.99)

Swap (Titus, £9.99)

Tetris (Infogrames, £24.99)

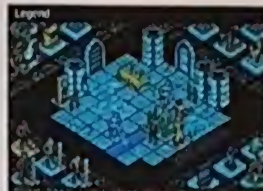
Ween (Coktel Vision, £34.99)

Wordtris (MicroProse, £34.99)

Zyconix (Accolade, £24.99)

ROLE-PLAYING GAMES

Bradley gritted his teeth and adjusted his broasts to a comfortable height before donning the helmet with the blonde wig attached. Yes, the Valkyrie was definitely for him. 'Tra la la la la la la la la la la la,' he hummed as he strode into the dungeon. The rest of the party had already gone on ahead, but he soon made out their forms in the gloom. 'What does this do?' he asked, noticing something protruding from the wall. 'No,' cried his companions in unison, 'don't pull the leversaaah...'



Bard's Tale Construction Set (Electronic Arts, £29.99)
Bard's Tale III (Electronic Arts, £10.99)
Buck Rogers Countdown To Doomsday (SSI, £34.99)
Buck Rogers 2: Matrix Club (SSI, £30.99)
Champions Of Krynn (SSI, £30.64)
Corporation (Core Design, £34.99)
Crystals Of Arborea (Simarils, £10.99)
The Curse Of The Azure Bonds (SSI, £30.64)
Dark Half (Accolade, £29.99)
Darklands (MicroProse, £49.99)
The Dark Queen Of Krynn (SSI, £32.99)
Daughter Of Serpents (Millennium, £39.99)
Death Knights Of Krynn (SSI, £30.99)
Dragon Wars (Interplay, £29.99)
Dungeon Master (Pygnosis, £34.99)
Eye Of The Beholder (SSI, £30.64)
Eye Of The Beholder 2 - The Legend Of Dark Moon (SSI, £35.99)
Firking (SSG, £29.99)
Forge Of Virtue (Electronic Arts, £19.99)
The Gateway To The Savage Frontier (SSI, £39.99)
Hard Nova (Electronic Arts, £29.99)
Heimdall (Core Design, £34.99)
Hillstar (SSI, £25.53)
The Immortal (Electronic Arts, £29.99)
Ishar (Simarils, £29.99)
Legend (Mindcape, £30.99)
Legends Of Valour (US Gold, £39.99)
Lord Of The Rings (Electronic Arts, £34.99)
Magic Candle (Mindcraft, £29.99)
Magic Candle II (Mindcraft, £34.99)

CLASSIC ROLE PLAYING GAMES



ULTIMA UNDERWORLD (ORIGIN, £39.99)

This game has absolutely redefined first person perspective role-playing games. Gone is the jerky animation and the huge steps you take whenever you move.

Instead you are treated to smooth motion through 360°, detailed textured walls and creatures. Added to that is a superb storyline (remember that this comes from a good pedigree), and plenty of puzzles to solve. The only trouble is, after being spoiled like this, other RPG games just don't seem playable.

CLASSIC SERIOUS SOFTWARE



GROLIER ENCYCLOPEDIA (MINDSCAPE, £348.63)

Imagine having a huge 21 volume Encyclopaedia at your fingertips. It's ideal for research and fun for general browsing too. Now imagine being able to search for all

references to a particular topic instantly, cross reference with ease and paste the notes you find into your own documents. That's not easy with 21 volumes of paper, but a cinch with an electronic encyclopaedia and this is one of the best. In addition to the written material you get digitised photos and art, and sampled sounds as well, so when you look up Beethoven you'll get a snatch of the 6th as well as the text.

CLASSIC SHOOT 'EM-UP



RAMPART (ELECTRONIC ARTS, £29.99)

We just know that we are going to get at least one letter from a reader claiming that Rampart is more of a puzzle game than a shoot 'em-up.

The fact of the matter is that it has elements of both, but the shoot 'em-up is the fun part. The idea is to build a castle and then knock ten shades of hell out of the opposition's fortifications. After each round you are offered a selection of irregular Tetris-like pieces with which to rebuild your damaged castle as best you can. A great two player game.

CLASSIC SMUT



REX NEBULAR AND THE COSMIC GENDER BENDER (MICROPROSE, £44.99)

The first foray for MicroProse into the graphic adventure market isn't quite as hazy as it sounds. The humour is all in fairly good taste and innuendo

is far more in evidence than naked flesh. The adventure is like a cross between Space Quest and Leisure Suit Larry and has the hero of the piece, Rex Nebular, crash landing on a planet populated entirely by nymphomaniacs. The humour doesn't quite hit the mark throughout, but this is a good beginning for MicroProse nonetheless.



PGA Tour Golf
(Digital Integration, £7.99)
The Dream Team (Ocean, £29.99)
Earl Weaver Baseball 2.0
(Electronic Arts, £29.99)
European Soccer (MicroProse, £25.99)
Firestone (Links Course Disk)
(Access, £22.99)
Five Nations Rugby (Audilogic, £22.99)
Football Director II (D&H Games, £9.99)
Football Manager (Addictive, £2.99)
Football Master (Addictive, £9.99)
Front Page Sports Football
(Dynamix, £39.99)
The Games - Espagña '92 (Ocean, £34.99)
GFL Championship Football
(Addictive, £4.99)
Golf Companion (Requires Windows)
(Mindscape, £34.99)
Hardball III (Accolade, £34.99)
Hotshot (Addictive, £2.99)
Hotshot (Addictive, £2.99)
Hyatt Dorado Beach (Links Course Disk)
(Access, £22.99)
International Athletics (Zeppelin, £9.99)
International Sports Challenge
(Empire, £34.99)
Italia '90 (Virgin Games, £9.99)
Jack Nicklaus Course Disk Volume 4
(Accolade, £4.99)
Jack Nicklaus Course Disk Volume 5
(Accolade, £4.99)
Jack Nicklaus Unlimited Golf and Course Design (Accolade, £29.99)
Jack Nicklaus Golf Signature Edition
(Accolade, £39.99)
Jimmy White's Whirlwind Snooker
(Virgin Games, £35.99)
Joe Montana Football (US Gold, £35.75)
John Madden Football II
(Electronic Arts, £29.99)
Jordan in Flight (Electronic Arts, £39.99)
Links (Access, £40.99)
Links 386 Pro (Access, £45.99)



40 Sports Bowling
Links - The Challenge Of Golf Courses
(Access, £40.00)
The Manager (US Gold, £30.99)
Mauna Kea (Links Course Disk)
(Access, £22.99)
Mike Ditka Ultimate Football
(Accolade, £34.99)
Mountain Bike Racer (Addictive, £9.99)
Mutiplayer Soccer Manager
(D&H Games, £24.99)
NCAA Road To The Final Four
(US Gold, £30.99)
NFL Football (Konami, £39.99)
PGA Tour Golf (Windows Version)
(Electronic Arts, £39.99)
PGA Tour Golf Course Disk
(PGA Tour Golf data disk windows version)
(Electronic Arts, £15.99)
PGA Tour Golf Course Disk (PGA Tour Golf add-on) (Electronic Arts, £14.99)
PGA Tour Golf+ (Electronic Arts, £34.99)
Pinehurst - Championship Course
(Links Course Disk) (Access, £22.99)
Pro-Tennis Simulator (Addictive, £9.99)
Pro-Tennis Tour 2 (Addictive, £9.99)
Skil Or Die (Electronic Arts, £10.99)
Rodeo Games (Microvalue, £9.99)
Rugby Coach (D&H Games, £9.99)
Summer Challenge (Accolade, £34.99)
Summer Olympiad (Microvalue, £9.99)

Super Shi (Addictive, £2.99)
Tennis Cup II (Loricola, £29.99)
Trackball Manager (Alternative, £7.99)
Tron North (Links Course Disk)
(Access, £22.99)
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STRATEGY

Bradley griffed his teeth and took a puff on his fat cigar. Things were looking up for his railroad empire. He'd built it up from practically nothing. As he looked out from his office window he surveyed gleaming engines standing row upon row. And now, after five years in the business, young Thompson, the tea boy, had come up with an idea. To Bradley it had the ring of genius. Yes, why not lay some tracks. It was a gamble but, heck, that's what business is all about.

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WARGAMES

Bradley griffed his teeth and ducked as another shell thumped into the trampled soil behind him, the explosion throwing him roughly to the ground. Leaving the trench had been an enormous mistake. Now he was totally lost and he was going to have to ask for directions again (the last time he'd accepted a very helpful Korean airline pilot. He had realised his mistake ten days later somewhere in the Gobi desert.) As luck would have it, at that very moment a helmet appeared from the trench just ahead of him, closely followed by a grubby face. 'Excuse me,' called Bradley, 'could you possibly tell me where the nearest latrine is?' 'Hende boche,' said the face. 'Never mind then,' said Bradley, 'too late now anyway.'



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THE SHAREWARE TOP 10

An extra service this month is our shareware top ten. If you're on a tight budget but want something new to play, these are the games to look for. All should be available from your favourite shareware library or bulletin board. Support shareware authors - if you like these games, pay the registration fee.

WOLFENSTEIN 3D

Run round a maze shooting guards and attacking dogs. Outrageously violent, with smart *Ultima Underworld* style graphics.

THE CATACOMB ABYSS

Wolfenstein with a magical fantasy bent. The puzzles are better and it's more varied, but only in EGA.

CRYSTAL CAVES

Proving beyond a doubt that simple is good. This runny, bouncy, collecty platform affair will have you playing 'till the wee hours.

GALACTIX

A bit of nostalgia. This borrows heavily from classic coin-ops like *Galaxians* and *Firebird*, but with better graphics.

OVERKILL

Xenon II style shoot 'em-up, but quite difficult, so this is one for those who like a bit of a challenge.

CYRUS CHESS

Yes, shareware can be cerebral. This is easily up to the playing standard of many commercial chess games.

CORNCOB 3D

A fun flight sim if you can't afford a fully-featured commercial package.

ZONE 66

Fast and colourful eight-way scrolling shoot 'em-up. A good way of releasing frustration after a hard day in the office (or dole queue - we're not 'workist').

HEXAGON

An unusual, but compelling puzzle game, rather like a cross between *Go* and *Reversi*.

BRIX

An addictive puzzle game in which bricks must be matched up to remove them from play.

MINI COMPO



BATTLE BONANZA

Eagle-eyed readers will have noticed that our classic wargame this month is Blue Byte's tremendous

futuristic wargame, *Battle Isle*. To celebrate, the distributors Kompart have donated three copies of the stand alone data set, containing 30 more battles to satisfy *Battle Isle* aficionados. To qualify for a place in the front line, all you have to do is answer these three simple questions.

1) The battles in *Battle Isle* take place on:

(a) An asteroid (b) A camel (c) A series of islands

2) Which of these are not featured in *Battle Isle*?

(a) Camels (b) Infantry (c) Tanks

3) *Battle Isle* is set in:

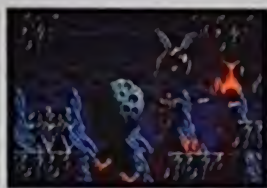
(a) The age of the dinosaurs (b) The future (c) Napoleonic France

Send your answers on the back of a postcard or sealed envelope to: Battling Bits, PC Zone, 18 Bolsover Street, London, W1P 7AJ. Entries must be received by 1st July 1993.

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Powermonger

WORTH £34.99 • From the makers of *Populous* comes a superb game of world conquest, combining elements of strategy and action with some outstanding graphics. And sheep.

Ramparts

WORTH £29.99 • Frantic medieval action as you attempt to demolish your neighbour's castles before he does the same to yours. Excellent conversion of the massively addictive arcade game.

Chuck Yeager's Air Combat

WORTH £34.99 • One of the best flight sims around with scenarios in ww2, Korea and Vietnam plus an excellent "create your own mission" option where your imagination can run wild.

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Mr Cursor

HE'S AFRAID OF HIS PC



VE FINALLY SUCCEDED. Even though my warranty will probably be affected I've been forced - through abject fear of the workings inside - to paint my PC cabinet jet black, with a small but vivid red skull and crossbones on the front (just under the disk slot). I've put a small sticker on the back too, over the bit where all the wires and cards go in. The sticker says 'warning... scary bits'. Nothing more, nothing less: just 'warning... scary bits' in white lettering on a light green/dark green diagonally striped background. But enough about my PC's new paint job and striped warning sticker and onto what I really want to talk about this month... namely gambling for fun and profit on all PC games.

I touched on this subject briefly last month, and suggested how one could play just about any game under the sun for money. And believe me, I meant any game - and I intend to prove it now. If this was a live TV show I could ask you to name a game off the top of your head and I would then tell you how you could gamble on it. Unfortunately (or, if you prefer, luckily for me) this isn't a live TV show, meaning that I'm going to have to pick the games myself. 'Cheat!' you cry. No, I promise I won't cheat. Honest. I'm going to walk over to the PC Zone games cupboard, shut my eyes tightly, and nominate random games by pointing at them. Here goes, I'll be back in a sec with a small pile...

GAME ONE: Accolade's Exotic Car Showroom

Er... Bit of a hard one this, because all it does is show you pictures and specs on 15 high performance sports cars. Oh dear. Let me think. Oh, I know - you write the names of all the cars included on pieces of paper, pick one out at random then boot up the 'game' and display the screen which tells you the price of the car in question. The next step is for each player to pop out to his or her nearest cash dispensing machine and get a bank statement printed out: these statements are then analysed by all the players. The person who can most nearly afford the nominated car wins, and the losers each have to hand him/her ten quid in cash. (For instance the Mercedes 500SL costs \$82000. Player one has £230 in his account, player two has £100 and player three actually owes the bank money. So player one is the winner and makes 20 quid). (A very poor gambling game indeed. Ed).

GAME TWO: Chessmaster 3000

Easy peasy. Obviously you can just do a 'winner gets ten quid' series of matches, but to add more sparkle it's probably better to allocate differing cash values to the various pieces. (Pawns are worth 50p, knights a quid, bishops two quid, rooks three, and so on). In this way the loser of the match might even win in pure cash terms. (Think how annoyed Gary Kasparov would become if he won a chess game, but was actually 50p down because he'd had all of his pawns and a rook bagged in an amateurish suicide raid early on.)

GAME THREE: Stunt Island

Who can stall the Pitt Special at the lowest altitude and survive? Who can land the Fokker Triplane in the football

stadium? Who can fly the SR71 Blackbird upside-down at 2000 mph and then eject onto Alcatraz Island? Yes, the gambling options in this game are just about limitless, and I'm sure you can come up with a zillion for yourself, so I won't bore you. Oh, but how about this one: Who can produce a film with the most outrageously 70s direction and camera angles?

GAME FOUR: ATAC

Who can perform two consecutive loop the loops using the AH-64 helicopter? (Without, of course, ripping off the rotor blades in the process.) To make it even harder you could nominate a time limit in which you and the other participants not only have to take off, gain sufficient altitude and do the loops, but also have to make it back to base and land within one of the circles on the helipad. That's got to be worth 20 quid to the winner, surely?

GAME FIVE: Star Control II

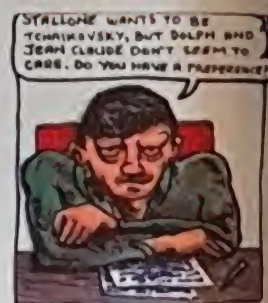
Oh dear, time to be bum-licky again... but this brilliant game (picked at random, remember?) is one we bet on here at PC Zone anyway. The rules are simple.

- (1) Pick the melée head to head option (obviously).
- (2) One person picks a team of ships, and the 'toughness quotient' (points) for the team is noted. The other person then picks a team which has an equal toughness quotient. (In other words one team might be made up of five hard ships totalling 150 points while the other team contains 12 weedy ones totalling 150 points. Or vice versa. Or they could all be the same. Whatever.)
- (3) Enter battle.
- (4) Shoot, kill, shoot, kill, shoot, kill.
- (5) Eventually one player will have no ships left and the other will have one or more, meaning they'll have so many 'toughness points' left. These points, the way we play the game, are worth five pence each. For instance two Urquans left at the end of the game are worth 60 points, which is three quid. The loser pays up.
- (6) Now it's back to the ship selection screen, where the loser (and only the loser) gets to change as many of his ships as the winner previously won by: in the above example the loser would be able to change two ships. The only constraint is that loser's new ships still must not exceed the maximum points limit - so if you got rid of two Thraddash ships (worth ten points each) you could only replace them with one 20 point ship, four five point ships and so on.
- (7) And then it's back into battle. As time goes on, both players' teams will change drastically in both size and make-up as each player discovers the weaknesses in the other person's method of play.

GAME SIX: An empty Disney Sound Source box

For some reason this was in the games cupboard, and it felt like a game package... don't forget, my eyes were closed while I was doing the choosing. Um, and I have to admit that I really can't think of any way to gamble on it. Bugger. My perfect record, completely ruined. ☹

ARNIE GETS A NEW JOB



The Good...



The Bad...



And The Butt-Ugly.

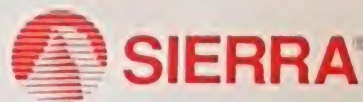


In the Old West, you couldn't tell the bad guys from the good guys by how ugly they were (you had to rely on the color of their hats). But in *Freddy Pharkas, Frontier Pharmacist*, even a scrawny, sissified, one-eared Pharmacist can be a good guy.

Al Lowe, creator of *Leisure Suit Larry*, spins a yarn of school-marms and chorus girls with hearts o'gold, cowboys and Indians, and varmints and heroes. It's the brand-new, age-old tale of Freddy Pharkas, a gunslinger who gave it all up for his love of pharmacology. Together with his faithful Indian companion, S'rini Bagdnish, Freddy sets out to save bucolic, boring Coarsegold from a fate worse than Hollywood adaptation.



So don't just groan at all those old horse-opera clichés. **Be one.** Strap on your spurs for a saga that skewers every Western under the sun. Mosey on down to your software store and ask for *Freddy Pharkas, Frontier Pharmacist*. And smile when you say that.



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EXCELLENT...

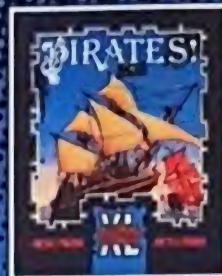


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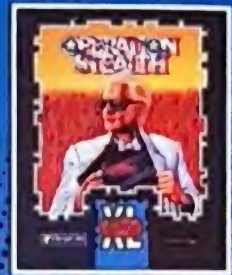


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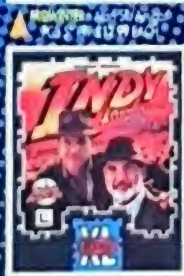
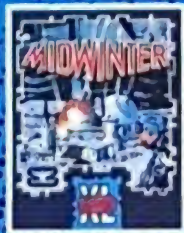


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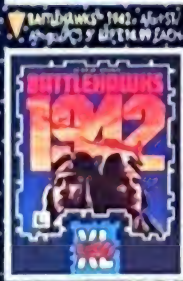


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